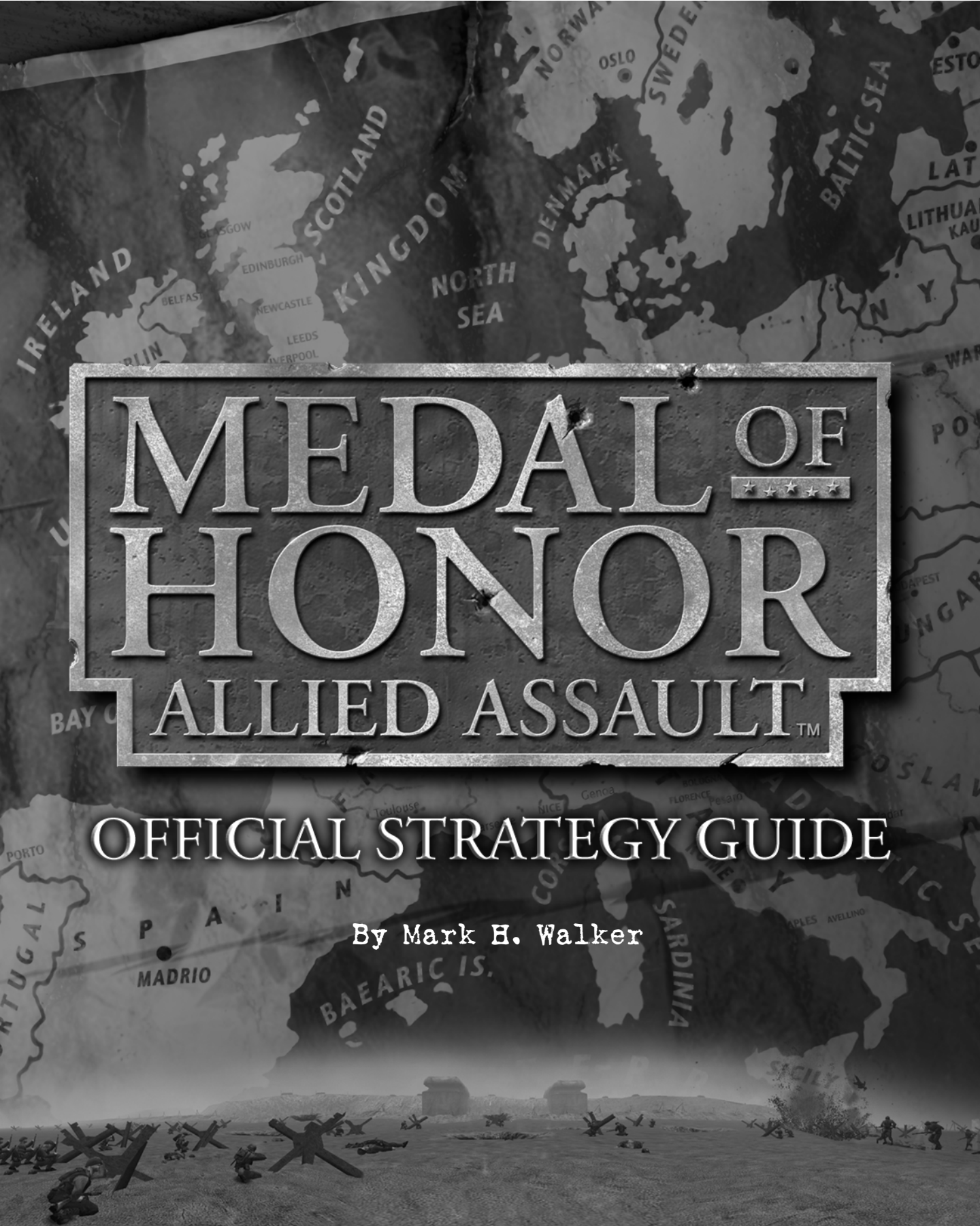

MEDAL OF HONOR
ALLIED ASSAULT™
OFFICIAL STRATEGY GUIDE
By Mark H. Walker

MEDAL OF HONOR
ALLIED ASSAULT™
OFFICIAL STRATEGY GUIDE

★ ★ ★

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Mark H. Walker is former U.S. naval officer and a veteran Electronic Entertainment/IT journalist. He is one of the most prolific writers in that industry and has authored or contributed to "forty-some" books, including game user manuals, industry analysis, general computer books, and strategy guides. Additionally, he has written hundreds of computer gaming related articles for magazines such as Playboy, Alaskan Airlines Magazine, Autoweek, Microsoft Office Pro, PC Gamer, Computer Gaming World, Computer Games Strategy Plus, and several web sites including Gamespy, Electric Playground, Gameslice, and SciFi Weekly. He also pens the syndicated Game Guy column, which boasts an estimated readership of 100,000.

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INTRODUCTION

★ ★ ★

Medal of Honor: Allied Assault™ is a fantastic game. Yet even though it is a game, it is also based on fact. We thought it only appropriate to lay out those facts in the introduction.

HISTORICAL BACKGROUND

The seeds of World War II are sown at the end of World War I; the treaties signed at the end of the Great War satisfy neither the victors nor the vanquished. Social, political, and economic changes nurture these seeds over the next 21 years, until they germinate in Poland. Barely 20 years after the "war to end all wars," German dictator Adolph Hitler plunges the world into another war that will take the lives of 50 million people.



In the months following the Japanese attack on Pearl Harbor, the United States is in no position to actively pursue the war in Europe. Its army is far below the strength required for the task, there are no U.S. forces in Europe, and the shipping needed to transport a massive invasion force does not exist. Despite these problems, and within a month of the attack on Pearl Harbor, Churchill meets with Roosevelt at the Arcadia Conference in Washington, D.C., where they agree on a "beat Germany first" strategy.

The American leadership acknowledges that the bulk of Allied ground forces will have to confront the German threat as soon and as decisively as possible. From Pearl Harbor to D-Day, American determination to confront the German army never wavers, but events make it clear that half-measures will not lead to victory. In particular, the disastrous British raid on the French port of Dieppe in August 1942, in which half of the attacking force of 6,000 become casualties, shows that only a massive, coordinated Allied invasion will provide a firm foothold on the continent.

Lieutenant General Albert Wedemeyer of the U.S. Army had reached the same conclusion three months before the Pearl Harbor attack. His "Victory Program" calls for a massive invasion of northwest Europe and a decisive confrontation with the German army. As elaborated by Generals Eisenhower and Marshall, it becomes the nucleus of Operation Overlord, with the invasion date initially set for April 1, 1943.

Dieppe changes all that. It is clear that an adequate buildup for Overlord will take longer than the Allies have hoped. In the interim, the Americans agree to participate in joint operations in North Africa, Sicily, and Italy. At the Trident Conference, held in Washington, D.C., in May 1943, the date for the Allied invasion of France is tentatively reset for May 1, 1944. In the intervening year, the biggest buildup of men and materiel ever assembled for a military operation takes place in England.

OSS AGENT: LIEUTENANT MIKE POWELL



This is your character, the man you will play through the next six missions. Let's find out a little more about him.

DOB: May 5, 1916

POB: Rice Lake, WI

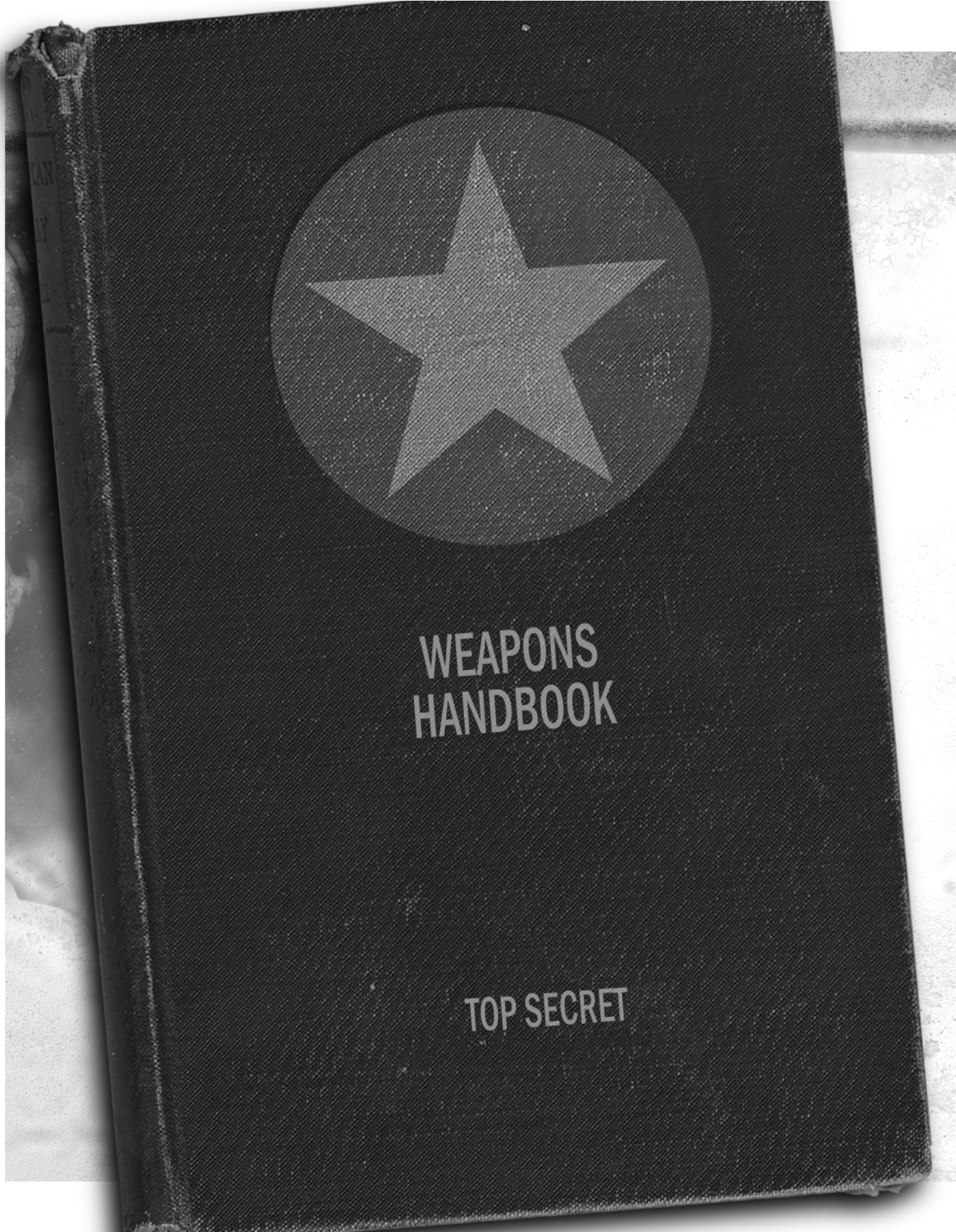
Education: West Point—Military History, Languages

Languages: English, French, German

Prior to his entry into military service, Lieutenant Mike Powell completed a degree in military history and languages at West Point. He served as a rifleman in the 34th Infantry Division, where he showed marksmanship and field craft second to none amongst the thousands of applicants to the 1st Ranger Battalion. His performance at Carrickfergus and at the live fire training exercises at Achnacarry, Scotland was exemplary. The OSS thus internally (and unofficially) designated Powell as 'special infantry.' an elite soldier with Ranger-level training, available for and subject to flexible and short-term reassignment for specific missions requiring covert deception and/or sabotage in preparation for major offensives.

THE END OF THE BEGINNING ★★★

Now you have the background, both historical and fictional. It's up to you to study this manual, practice the techniques taught herein, and take the war to the Germans. Good Luck.


WEAPONS
HANDBOOK
TOP SECRET

TOOLS OF THE TRADE

★ ★ ★

Having the right tool for job is as important as fiber in your diet. Too much and you don't feel quite right, too little and you still don't feel quite right. However, just the right amount and it's a beautiful day. Each one of the weapons in this chapter is just right, given the job at hand. Study them carefully and choose them wisely.

ALLIED WEAPONS

By joining the Allies you are supported by the best equipment and military knowledge available. Learn all you can about each weapon and decide carefully on your selection before you go into combat.

COLT 45

Each of its seven rounds carries enough stopping power and lethality to stop the enemy dead in its tracks.



Range: Short

Rate of Fire: Semiautomatic

Ammunition Type: Pistol

Capacity: 7/magazine

OSS HI-STANDARD PISTOL

Attacking the enemy without alerting them to your whereabouts can be done with this weapon. Holding a magazine of eight potentially deadly shots, your opponent will never know what hit them.



Range: Short

Rate of Fire: Bolt Action

Ammunition Type: Pistol

Capacity: 8/magazine

M1 GARAND

This semi-automatic rifle became popular among the troops due to its firepower, accuracy, and versatility. Carrying only eight rounds in the clip can make it difficult at times to reload quickly.



Range: Long

Rate of Fire: Semi-automatic

Ammunition Type: Rifle

Capacity: 8/clip

SPRINGFIELD '03 SNIPER

This is a most impressive and lethal weapon. Use the scope and take out the enemy from a distance, just keep track of your shots—you have only five and they must be re-loaded one at a time.



Range: Long w/zoom

Rate of Fire: Bolt Action

Ammunition Type: Rifle

Capacity: 5 rounds loaded individually

THOMPSON SMG

Not as accurate when used in long burst, this weapon can still clear a room. Its 30-round magazine makes it a powerful and lasting tool of destruction against the enemy.



Range: Medium

Rate of Fire: 800 rounds/minute

Ammunition Type: Submachine Gun

Capacity: 30/magazine

BAR

A cross between a rifle and a single shot gun, the BAR's magazine holds 20 rounds. This weapon lays on the firepower, inflicting higher damage points than the Garand or the Thompson.



Range: Long

Rate of Fire: 500 rounds/minute

Ammunition Type: Machine Gun

Capacity: 20/magazine

WINCHESTER RIOT SHOTGUN

Although it's not the weapon of choice for long-range targets, the shotgun can still pack a mean punch into an opponent's chest. Holding eight rounds, you can clear an area quickly with it.



Range: Short

Rate of Fire: Pump Action

Ammunition Type: Heavy

Capacity: 5 shells loaded individually

.30 CAL MOUNTED

Whether you're on the back of a jeep or stationed in a protected post, this is the weapon of choice. Dishing out 500 rounds per minute, it will certainly bring the enemy to its knees, and its 4-12 rating is one of the best machine guns in TAHG ASL game.



Range: Long

Rate of Fire: 500 rounds/minute

Ammunition Type: N/A

Capacity: N/A

MARK II FRAG GRENADE

A direct hit from a thrown grenade brings 10 damage points to the intended victim. In single-player mode, duck and take cover is the best advice here, because your opponent can easily pick up the live grenade and toss it back into your lap.



Range: Short

Damage: Fragmentation; ineffective against armored vehicles

Capacity: 1 round

BAZOOKA

Using the scarce ammunition wisely, the Bazooka will send in a three-pound grenade, handing the enemy some harsh punishment.



Range: Long

Damage: Penetrating Shaped Charge; effective against armored vehicles

Capacity: 1 round

GERMAN WEAPONS

Desperate in their attempt to control the world, the Germans are using all their resources to improve their odds of victory. By building stronger machines, more penetrable ammunition, and developing lethal weapons, it looks like they might just win this war.

WALTHER P38

A direct shot to your opponent's cranial area will put a stop to any further harassment from him.



Range: Short

Rate of Fire: Semi-automatic

Ammunition Type: Pistol

Capacity: 8/magazine

MAUSER KAR 98K

Standard issued weapon to all German soldiers made this five-shot rifle a strong and reliable opponent to the Allies.



Range: Long

Rate of Fire: Bolt Action

Ammunition Type: Rifle

Capacity: 5/stripper clip

KAR 98 SNIPER

By adding a scope to the Mauser rifle, the Germans became a tenacious opponent.



Range: Long (with zoom)

Rate of Fire: Bolt Action

Ammunition Type: Rifle

Capacity: 5 rounds loaded individually

MP40 SMG

Originally mass-produced to decrease expense, this weapon is great in close combat, spitting out 500 rounds per minute.



Range: Medium

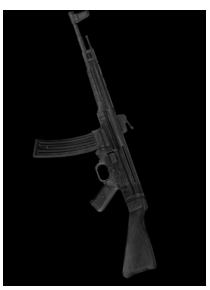
Rate of Fire: 500 rounds/minute

Ammunition Type: Submachine Gun

Capacity: 32/magazine

STG 44 STURMGEWEHR

This assault rifle gun carries a lot of impact, putting out 500 rounds per minute. It's a true German success story that provided Hitler with superior firepower.



Range: Long

Rate of Fire: 500 rounds/minute

Ammunition Type: Machine Type

Capacity: 30/magazine

MG42 MOUNTED MACHINE GUN

Even though the high rate of fire made the MG42 difficult to manage on its bipod, the Germans were willing to give up precision to gain 1200 rounds per minute in fire power.



Range: Long

Rate of Fire: 1200 rounds/minute

Ammunition Type: N/A

Capacity: N/A

STIELHANDGRENADE

Designed to be easily thrown, these grenades provided a lot of damage, both through fragmentation and concussive force—which causes damages to just about everything except armored vehicles. Remember the same caution applies here as with the Mark II.



Range: Short

Damage: Fragmentation; ineffective against armored vehicles

Capacity: 1 round

PANZERSCHREK

This shoulder-held, rocket-powered grenade launcher proved to be effective against armored vehicles.

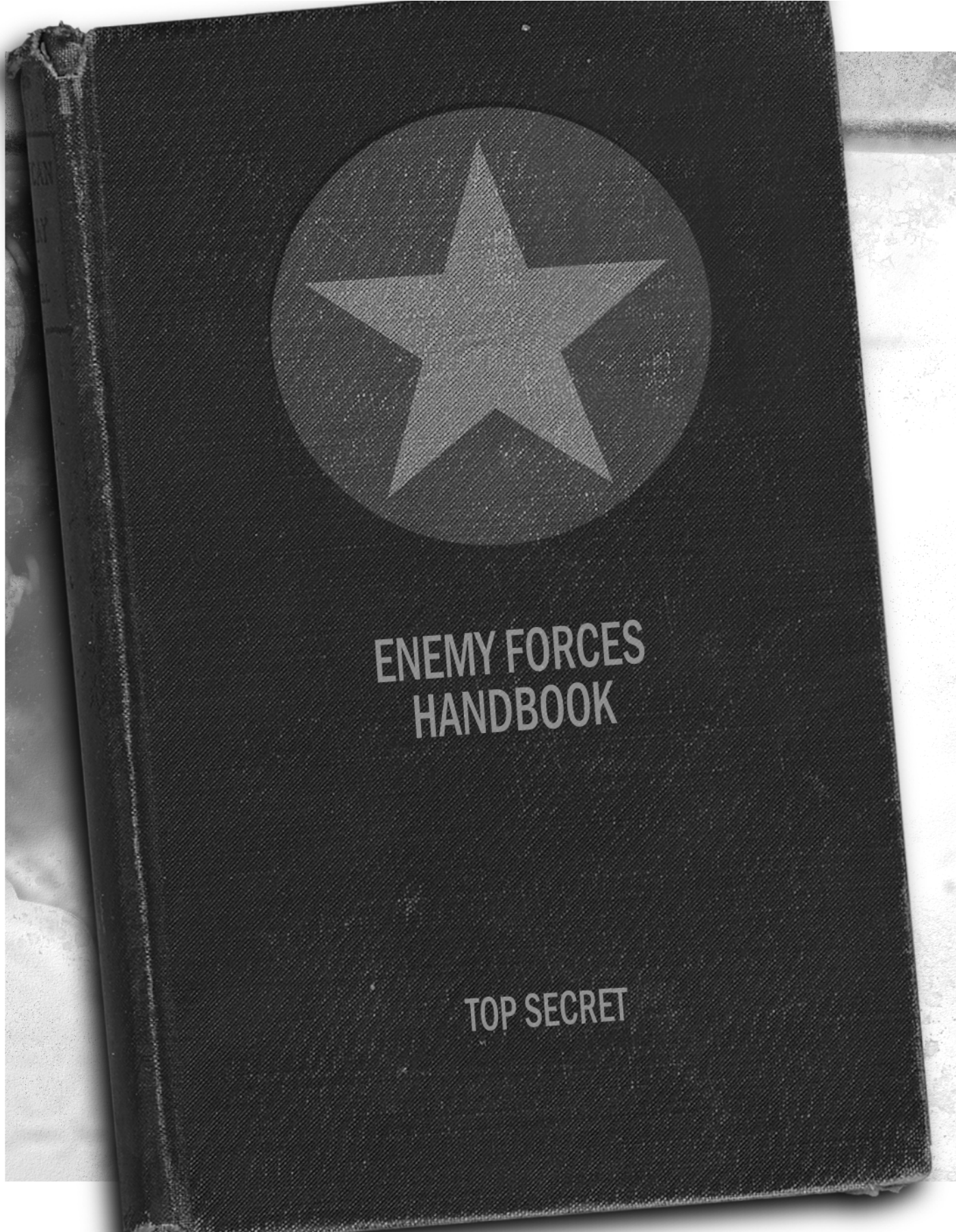


Range: Long

Damage: Penetrating Shaped Charge; effective against armored vehicles

Capacity: 1 round




ENEMY FORCES
HANDBOOK
TOP SECRET

THE BAD GUYS

★ ★ ★

Part of fighting the good fight is knowing your enemy. That's what this chapter is all about. What follows are descriptions of every German enemy that you will find in Medal of Honor Allied Assault.

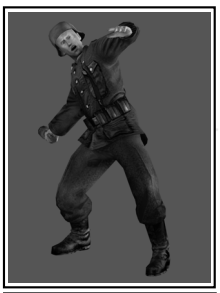
WEHRMACHT

Literally known as the "War Machine," the Wehrmacht are the backbone of the German forces. Quickly training farmers, merchants, machinists, and any other German males into a fighting force to be reckoned with, the Wehrmacht almost captured Europe.

WEHRMACHT SOLDIER

The Wehrmacht's infantry is a mixture many different types of men, but most of all they are an effective fighting force. Learn about them so that you may survive.

WEHRMACHT GRENADIER



Running is not a choice when coming upon this soldier. He is tough and poses a real threat with his ability to maneuver. His heavy machine gun is always ready and on the defensive.

WEHRMACHT FIELD OFFICER

Equipped with both a shoulder-holstered Walther pistol and a machine gun, they are fearless in their zeal to keep their troops ready for a battle. Wehrmacht Field Officers are always alert, a little on edge, and eager to bring you to your knees.

WEHRMACHT ENGINEER

You'll need a well trained eye to kill the Wehrmacht Engineer, who is probably building or destroying something for the cause, or perhaps even setting mines and explosives to surprise you. Find him in your scope and put an end to his clever brand of evil before he can cause any trouble.

WAFFEN SS

Determined to uphold the beliefs of Adolph Hitler, the Waffen SS fights with fierce dedication to protect and meet the goals of the Führer: domination of Western Europe en route to becoming the master of the world.

SCHUTZEN

Some Schutzen are armed with machine guns and dressed for any occasion, but these well-trained troopers are always committed to their beliefs and stand firmly behind their Führer. You'll want to keep moving when you come upon one of these dedicated fighters—don't just stand there, move quickly and make every shot count.

SS NCO

These battle-seasoned NCOs love the taste of a good fight—it's in their blood. They are well-trained machines, always on the alert for the foe, and dedicated to the cause.

SS OFFICER



A well-trained and disciplined officer has a number of secrets left in his bag of tricks. A fair marksman in his own right, with his issued gun, he prefers to use his binoculars. Hiding behind the high-powered piece of equipment, he will employ them to seek out his enemy, thus making the target easier for his troops to eliminate.



THE PANZER DIVISION

These fast-moving machines did their part to push the German spearhead through Europe. The Nazis included infantry with every unit of armor.

PANZER SCHUTZE

Retreat is a word never used with the Panzer Schutze. These men are rough and tough. Well-trained riflemen, they are battle ready in the most difficult terrain. These soldiers are most worthy adversaries.

PANZER GRENADIER

Keep a wary eye on the lookout for these camouflaged and heavily armed soldiers, because they just love the surprise attack. These machine gun-toting soldiers are big and bad fighting machines; ready, willing, and able to meet you in battle.

PANZER OBERSCHUTZE

Armed with submachine guns, these battle seasoned NCOs are a cut above the rest. Having a commanding presence in the field, they are respected among the lower ranked units and their orders are never questioned.

TANK COMMANDER



Dedicated to Hitler and his push for world dominance, these aggressive officers will stop at nothing and take a tank right into the heat of battle and will continue to fight to the death even if it means fighting after the demise of the tank.



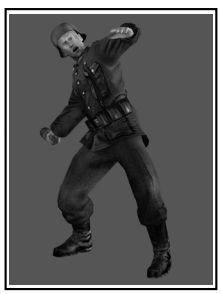
THE AFRIKA KORPS

Only the toughest soldiers could endure Africa's persistent heat without any of the comforts of home. This elite group with its additional training became a difficult opponent in battle. These soldiers accepted this difficult assignment with great resolve.

INFANTRY

Equipped with a camouflage uniform to blend with his surroundings and toting a Mauser KAR 98K and a pistol at his side, this basic Infantryman is ready, willing, and able.

GRENADIER



Well hidden in the dunes of North Africa, these soldiers are likely to be well armed and well versed with their equipment. The word Grenadier means a soldier who threw grenades, but that's not the extent of their arsenal—they also use heavy firepower and, in a pinch, they might even switch to a pistol.

OFFICER

Supported by MP40 submachine guns, these officers are superior marksmen. An assignment in North Africa often produced tough officers with outstanding leadership skills.

KRADSCHÜTZEN (MOTORCYCLE TROOP)

Moving quickly, as if one single unit, these motorcycle troopers can be difficult to eliminate. When encountering a motorcycle pair, an operative's best tactic may be to seek cover and target the driver with a single shot.



EXCLUSIVES

The units listed in this section do not belong to a particular group. They are, however, dangerous in their own right.

ELITE GUARD

Always vigilant, well disciplined, ever active, and constantly on guard, Wehrmacht Military Polizei are not easily surprised. Used to keep order among civilians in the occupied territories, they were feared by all.

ELITE SENTRY

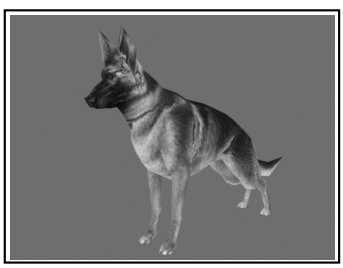
Posted to guard against danger, these Sentries are assigned to sensitive areas controlled by the German Army. On the ready for danger, they patrol with a keen eye, always looking for trouble.

GESTAPO OFFICER



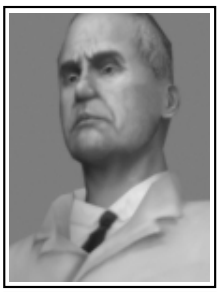
The Führer will choose only the best to carry the name of Gestapo Officer. They must be proficient in all military aspects, requiring dedication to the call of the Nazi leader. The Gestapo Officer never gives up or runs away; even if shot in the leg, he will continue to fight until one of you is dead.

HUND PATROL (GUARD DOG)



These canines are anything but your best friend. Using their keen sense of smell, they will seek you out and hold you there until their master brings his submachine gun to finish you off, but that's not until after the dog has had a taste of you first.

SCIENTIST

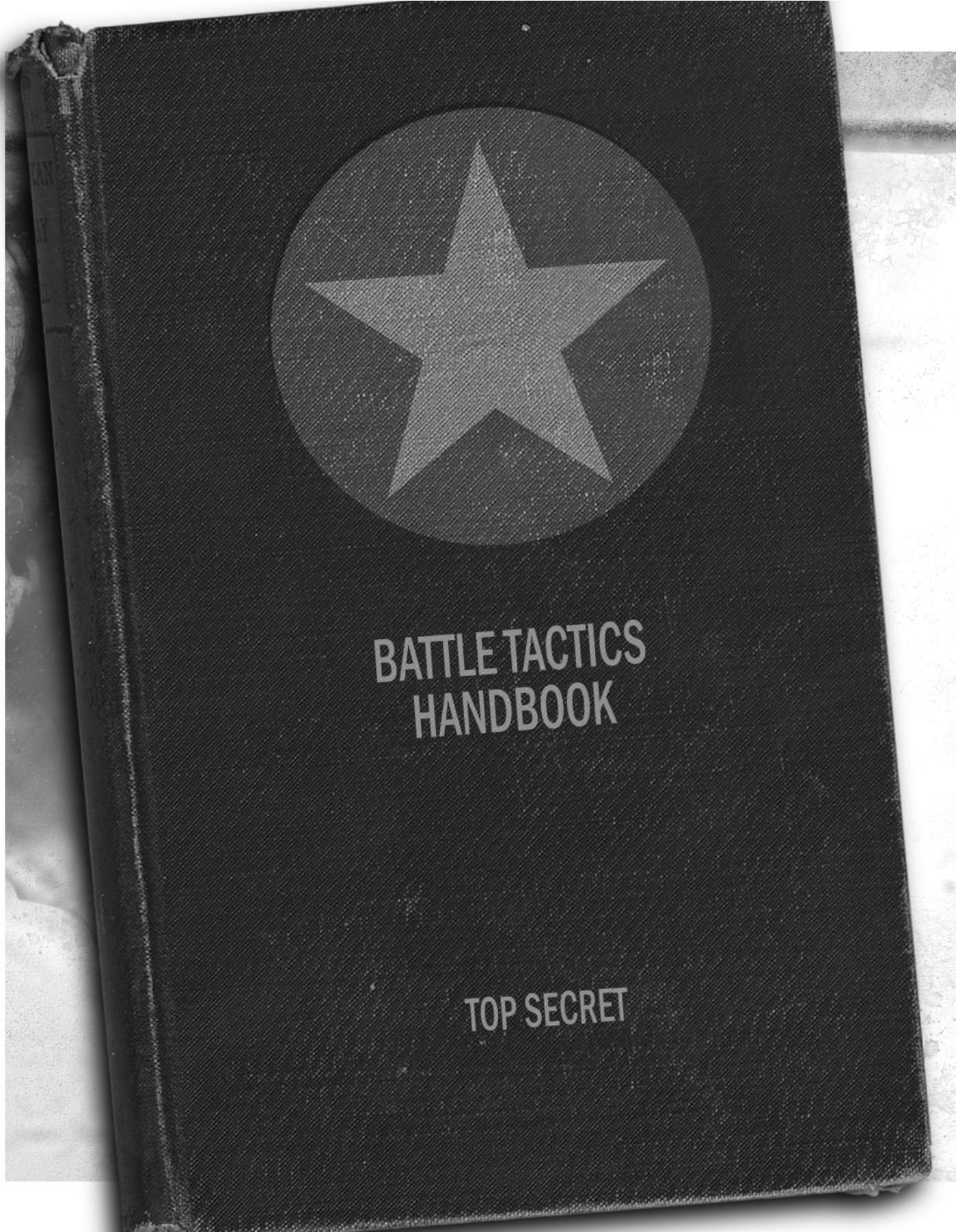


Quite skilled in discovering ways to make you feel pain, these scientists are forever loyal to the Führer. Not the best soldiers by any means, but their pistols still do the same damage.

WORKER/THUG



Have you ever come across a cop wanna be? That's about all the threat this guy can muster against a well-trained soldier. Not possessing the necessary aptitude or talent to get into the Wehrmacht, they are still loyalists to the Nazi cause. Sometimes these guys pack a weapon, but they're not very skilled in using it. Just take them down and move ahead.


BATTLE TACTICS
HANDBOOK
TOP SECRET

INFANTRY TACTICS

★ ★ ★

Walkthroughs are great. That's why they are a major part of so many strategy guides. Walkthroughs, however, are useless if you don't have the skills needed to perform the actions called for in them.

Eliminating the enemy is hard work. Sure, you've learned your weapons and studied your enemy. No doubt your record proved that you learned quite well, but the Germans are tougher than any training course.

General Patton once said that patriotism isn't dying for your country, it's making the other poor slob die for his. That's what we hope this briefing will do—instruct you on how to make the Germans die for their country. So grab your Garand, it's time to put that other poor slob out of his misery.

THE DANCE OF DEATH ★★★



This German is dead meat.

You must move to live. Unless you have a sniper rifle in hand, the quickest way to a dusty death is "freezing" to get that perfect shot. When engaging the Germans, stay mobile. Circle-strafing is a great method for dancing about while still keeping the bad guys in your sights. To do this, face your intended victim, and then simultaneously strafe in one direction while you turn in the other. Doing so will keep the enemy in your sights (more or less), yet you will move sideways in the enemy's sights.

LEARN TO BE STILL ★★★

On the other hand, sometimes you must take your time. Espionage is a thinking man's game. Many missions require a fair degree of stealth. If you are having problems with a mission—especially if there are too many enemies to kill—you are probably trying to "John Wayne" it.

Attempt to sneak up on your enemies, taking them down one by one. Crouching is the best sneaking aid at your disposal. This technique radically reduces your opponents' ability to see you. The Germans can't shoot what they can't see.

A good crouch, an inattentive German, and a Sniper Rifle will account for more that their share of bad guy casualties. Sneak up on the Germans in a crouch, put the sniper crosshairs on their head, and let it rip. Each shot to a helmeted German has a 50% chance of killing (and a 50% chance of knocking his helmet off). Subsequent shots to unhelmeted Germans will neutralize them.





Get this close by sneaking up behind this guy, not by running.

Almost as good as the crouch is the walk. Running makes noise, but walking doesn't. If you're trying to sneak up on a German, you must walk.

Cover is also very important. The smaller the target that you present, the harder it is for the Germans to hit you. Use whatever you have to conceal yourself— rocks, building edges, trees, crates... anything is better than nothing.



MAKING INTELLIGENT WEAPON CHOICES ★★★

There is a multitude of weapons you'll be able to use. You can reference their statistics in Chapter 2. Much of what you need to know is included there, so let's just touch on a couple of key points.

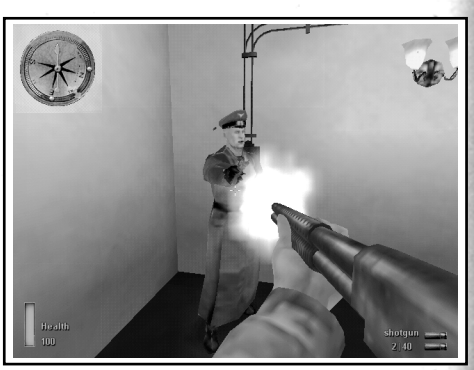
Use the right weapon for the right job. The Sniper Rifle is deadly from a distance, but don't get caught with it in your hands in a close-in fight against multiple enemies. It doesn't reload quickly enough.

Good weapons for close-quarters fighting are the two submachine guns—the German's MP40 and our own Thompson submachine gun (or Tommy Gun). No, they aren't the most accurate weapons in our inventory. Whereas the Springfield Sniper Rifle will take down targets with one quality shot, the Tommy Gun will take half a magazine. But as our ally, Joseph Stalin, once said, "Quantity has a quality all its own." You spray that lead, soldier, and the Germans will fall.

The MP40 and, to a lesser extent, the Thompson, have quite a kick. You can, however, make this kick work to your own advantage. When firing the submachine guns, aim at the German's belt buckle and let the weapon's kick walk the bullets up to the Hun's head. Sehr gut!



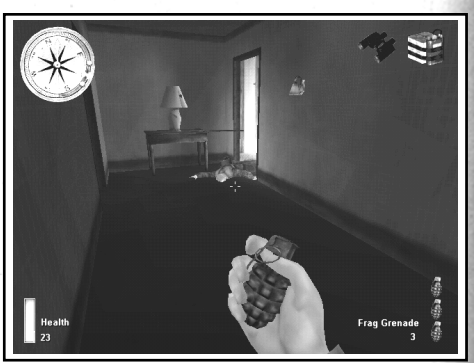
Yeah, the submachine guns are good at close-range fighting, but the shotgun is absolutely GREAT! Unfortunately, you don't get it until you are near the end of the game. Nevertheless, this is the best weapon available (besides the grenade) for clearing a room.



The shotgun is the best in this situation.

The StG 44, which you will find in the last mission, is a rifle/submachine gun hybrid. Use it like a powerful submachine gun that has a bit of extra range.

The Silenced Pistol is good for covert operations. Although it can take out Germans from afar (about 30 feet), it is often best to walk up to your target when he turns his back, raise your pistol when adjacent, and put a bullet in the back of his head. Don't feel bad about it. It's only a game.



Grenades are beautiful.

If you have several Germans in your sights, you should also have a grenade in your hand. Just throwing a grenade will make the Germans scatter, duck, or run. And guess what? If they are scattering, ducking, or running, they aren't shooting at you. So toss that grenade, pull out that Tommy, and feed them lead while they're sweating the grenade.

The Bazooka—and its German cousin, the Panzerschrek—is one of the most deadly weapons at your disposal. It is, however, easy to miss your target, and the reload is slow. To mitigate these shortcomings, our operatives have found that aiming at the ground in front of your target ensures that the Bazooka round impacts something (i.e., the ground), and the fragmentation damage (some of you call it splash damage) will injure your foe.

Of course, if you're trying to destroy a Tiger tank, hitting the ground in front of it just won't work. You'll have to go metal to metal with that one.



Don't forget your M-1. While certainly not exotic, it does the job. It has a reasonably high rate of fire, inflicts a lot of damage, and pumps that bullet a long way. Many missions (even difficult missions) can be beaten with an M-1 and a handful of grenades. Avoid getting caught with an empty magazine. Although the Germans won't wait to hear the empty magazine's "briinga" to charge, it's still no fun to stumble upon a trio of Germans when you have only two bullets in the magazine.



The Garand is another excellent weapon.

There's plenty of rifle ammunition to be had. Worry not about conserving. Fire the entire clip, then reload. Never hunt the enemy with a half-empty clip.

Never run into the middle of a room, courtyard, or whatever. Stay next to the walls and put yourself in a position where the Germans must attack from a single direction; it makes aiming easy.

As we said before, take advantage of cover. Use your strafing ability to scoot out from behind a corner of a building, pop off a couple of rounds, and then scoot back. Same goes for walls—crouch behind them, stand, fire at the enemy, and then crouch again.

Finally, always remember these important bits of advice:

— **Head Shots Hurt:** Whenever possible, aim at your enemy's head. These are the most potent shots.

— **Stop, Look, and Listen:** Many missions provide binoculars. Many more provide a sniper rifle. Take a moment to look around, especially when you're outside. Spotting a German before he spots you can mean his death instead of yours.

— **Use 'em If You've Got 'em:** If you have plenty of grenades, make it a habit of tossing a couple into suspicious rooms before you enter. It may save you a lot of pain.

— **Listen:** Some footsteps are background noise, some aren't. If the footfalls are getting closer, it probably means that there's a German—or a guard dog—bearing down on you. Take heed, bring up your sights, and look around. The life you save may be your own.

— **Kill 'em If You Have 'em:** Some missions give you buddies and occasionally, their death does not affect your success. If such is the case, let the buddies take the German fire while you hang back. Once your pals have thinned the German defenses, you can wade in and finish the work.

— **There Is Never a Good Time to Run Out of Ammunition:** Reload your weapon whenever you get the chance. Despite your best efforts, it WILL happen in the midst of a firefight. You can minimize that risk by reloading your weapon between each firefight.

—**The Germans Use Bolt-Action Rifles:** We all know that, but it gives you and your M-1 a big advantage. The German's Gewehr 98 is a single-shot weapon. Duck/take cover while the Germans shoot, then pour lead into them as they work the bolt. Better still, wait until the Germans fire five shots, and then attack while their reloading their magazines.

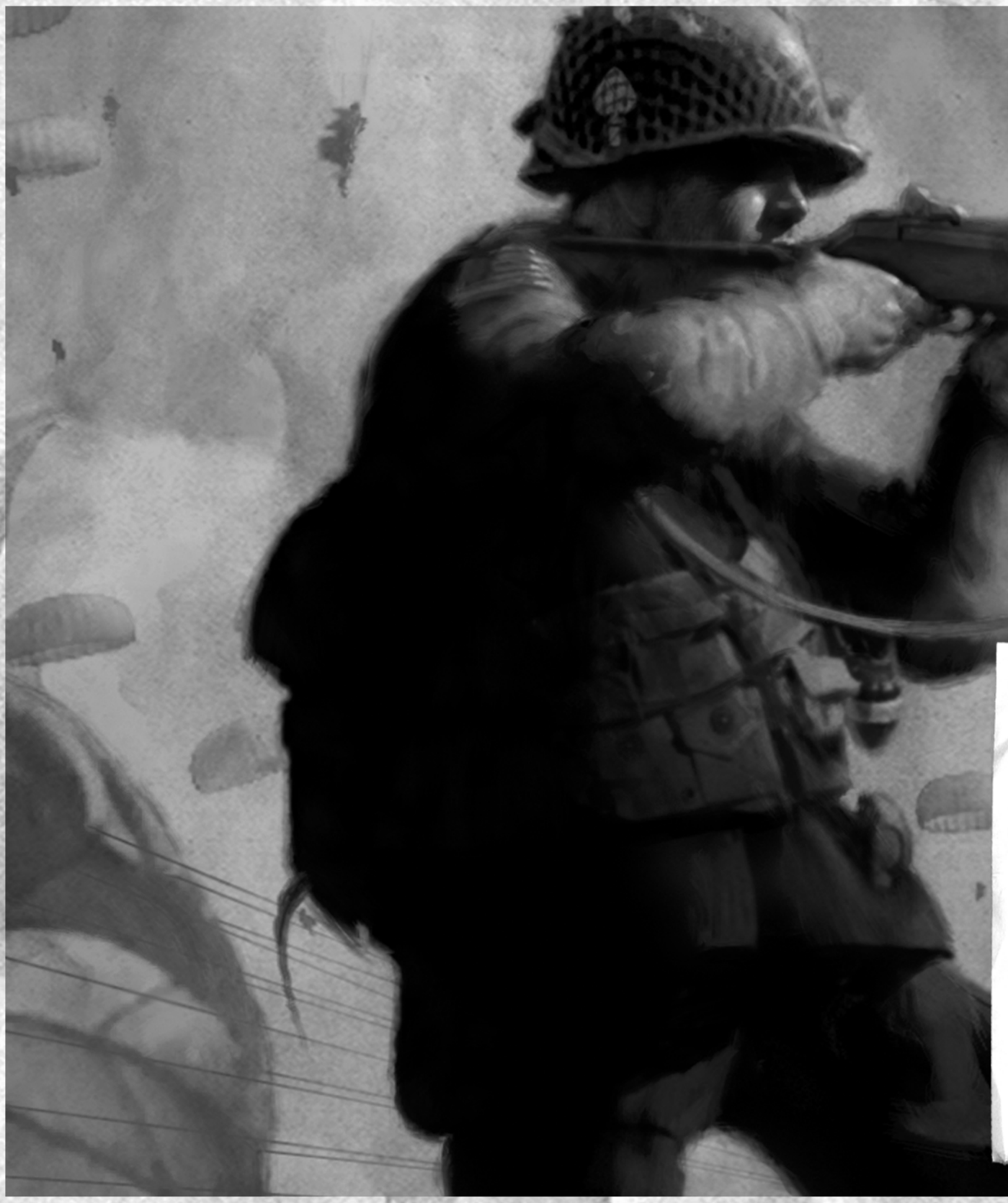


You can hear these dogs on approach.

NOW GET TO WORK ★★★

That's about it. Take these lessons, practice your marksmanship, follow the walkthrough, and you'll be just fine.







MISSION 1: LIGHTING THE TORCH

★ ★ ★

You've studied the weapons of war, and how to use them. You can recognize your opponent at a glance, and feel confident that you can take him down when you see him. In short, you are ready to get on with it. Well, Lieutenant, you've come to the right place. Here starts the walkthroughs for your tour of duty. The adventure begins in North Africa, so grab that Garand and let's go!

BUY WAR BONDS

RANGERS LEAD THE WAY

SPECIAL WAR EDITION

MISSION 1, LEVEL 1 ★★★ ISSUE XXVII VOL.1 ★★★ NOVEMBER 7, 1942

ALGERIA, NORTH AFRICA Today American forces fired the first shot in their crusade to free the world from the terror that is known as Nazi Germany. Landing on the shores of North Africa, elements of several American divisions boldly advanced against the enemy, which has thus far controlled a major portion of the Mediterranean region. With the full cooperation of the British government, the allies stand a very good chance of



Landing on the shores of North Africa, el... several American divisions b... against... Today American ... shot in their crusade ... terror that is ...

OBJECTIVES

- Infiltrate the German occupied village.
- When ordered, check the door in the courtyard.
- Man the MG42 machine gun.
- Hold off the German reinforcements.
- Continue on your mission.



Good work on infiltrating the coastline. It's time to get down to business. We've procured two captured German Opel transport trucks for this part of the mission. They will take your squad to a shore side village that leads into the town of Arzew, where our missing agent last reported in. Take control of this village quickly, and try not to let any sentries slip away to warn other troops in Arzew. You'll be part of the assault team in the first truck.

German occupation forces are reported to be light in this area, but in my experience, you're better off taking that with a grain of salt. There's no point in taking unnecessary risks. Captain Richards will be in command of the mission, so pay close attention to his orders. Lieutenant Powell, as second in command, you will be bringing up the rear and supporting the assault on the village.

One more note—watch your ammo. The M1 Garand doesn't reload easily in the middle of a clip, so you'll have to fire off the whole clip before you can reload again.

M1L1 STRATEGY ★★★

You'll begin the mission in the back of an Opel truck. The idea is to sneak into the German base and rescue the Special Air Service (SAS) agent. Unfortunately, it doesn't work out that way. No sooner do you reach the first checkpoint, than the clever Germans blow your cover. The plan goes to hell in a handbasket, and you and your squadies must improvise.



This isn't a good sign.

Jump out of the truck and scoot west to the wall, then turn toward the German camp (south) and shoot the German guard closest to you. He'll drop a Canteen. Pick it up if you need a health boost and move south along the wall.



Kill this guy.

Stop when you reach the town's wall. Wait for the German officer and rifleman to emerge. Put a couple of rounds into the barrels and watch them go boom! Eliminate the survivors and rush the gate with the rest of your squad.



Bye-bye, Germans.

As you enter a courtyard, a pair of Germans charge your squad from the room in the west end. Kill them all. There are First Aid kits located at crate east of the lighted door and in the room at the west end of the courtyard.

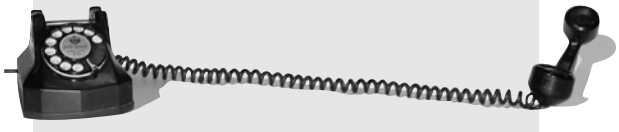


The First Aid is in here.

Head down the corridor to the south. You may meet another rifleman in here. This corridor leads to a west facing arch.

Through the arch is a courtyard stacked high with crates. Several Germans are in this courtyard. Lob in a grenade or two, and finish off the survivors with your Garand.

> Don't forget your squadmates. If you're having problems staying alive, let those other Rangers lead the way. Once they have killed most of the Germans, you may stroll in and mop up the rest.



Once the courtyard is cleared, dash through the narrow alleys until they empty into yet another courtyard. Your squad leader will call for the squad to regroup and ask you to check the door on the south wall. Approach the door, press the Action Key (default is "E") and all hell will break lose.



The ambush!

It's an ambush. Germans will appear on the rooftops, and an MG42 opens up from the window on the north wall. The squad leader orders you to take out that machine gun. Kill the machine gunner, and then wait by the door on the north wall. A German will run down the corridor behind the door and open it. Kill him and trace the hall to the room with the machine gun.



At least he opens the door...

Man the machine gun, by moving adjacent and pressing the Action Key, then mow down all the Germans that appear on the far wall. Pick up the First Aid kit and grenades on the room's tables.

Now the squad leader asks you to continue your mission. If you have picked up a submachine gun, equip it now. If not, equip your Garand. Descend the stairs, pick off the sniper on the south wall, and move toward the double doors. A handful of Germans will burst through as you approach. Toss a grenade and then kill the survivors—remember to use the strafe keys to remain in motion (as we discussed in Chapter 3). Run through the door and the mission will end.



Germans burst through the door.

BUY WAR BONDS

THE RESCUE MISSION

SPECIAL WAR EDITION

MISSION 1, LEVEL 2 ★★★ ISSUE XXVII VOL. 1 ★★★ NOVEMBER 7, 1942

ALGERIA, NORTH AFRICA Today American forces fired the first shot in their crusade to free the world from the terror that is known as Nazi Germany. Landing on the shores of North Africa, elements of several American divisions boldly advanced against the enemy, which has thus far controlled a major portion of the Mediterranean region. With the full cooperation of the British government, the allies stand a very good chance of



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OBJECTIVES

- Find and Rescue the SAS agent.
- Follow the SAS agent.
- Steal explosives from the fortress.
- Use explosives to escape.



Even the best-planned missions can go awry. That incident at the checkpoint has so far cost us the lives of your entire squad, but it must not prevent you from completing the mission.

We received our agent's last message near the town of Arzew, which is built around a desert fort now occupied by the Germans. If our agent was indeed captured, there's a good chance he'll be held somewhere in the town and interrogated. His original exfiltration plan was quite detailed, so he'll have a few ideas about how to get you to safety. With any luck, you'll be able to help him complete his mission, which is to destroy the 88mm guns covering the harbor.

Locate our agent. We've only been out of contact with him for less than a week, and once the Germans realize who our agent is, they'll probably have him sent to Berlin for a full 'interrogation.' We expect that they'll keep him safe and sound until then. As a Major, he'll assume command of the mission once you've freed him. He knows the territory and the best escape routes, so cover his back and pay attention to his orders.

This won't be an easy one. Good luck.

M1L2 STRATEGY ★★★

You begin the mission outside the SAS prisoner's compound. Although you can see the Germans loading some fellow Ranger prisoners into a truck, you can't do anything about it. Don't sweat it. Wait until the truck leaves and the guards return to the guard room.

The main gates are locked, but the door leading into the small hall on the right is not. Open it, move through the passage. You'll find a First Aid kit on the table. Leave it for later.



The passage beside the main gate

Enter the courtyard. Head toward the west wall, then move south until you are across from the guardhouse and the open door that leads into it. Toss a grenade into the room and kill everyone who charges out.



The guard room

Grillo will head through the prison compound. He's a good shot, so it's best to let him take the first crack at any Germans that you find, but remember that you lose the mission if he dies. Accordingly, be sure to help him out in the firefights.

Continue to follow Grillo until you reach the room with the documents. Grillo will pick them up and then talk about finding explosives. Follow him up the stairs to a couple of First Aid kits, and then back down. When Grillo reaches the bottom floor, several Germans will ambush him. You must kill those two Germans before they kill Grillo.

The explosives are in the back of the room where the Germans spring the ambush on Grillo. Pick them up. There's also a Canteen on the table. Take it also if your health is getting low.



There's another First Aid kit and a Canteen in this room. Use these goods as necessary, then move up the stairs. Two Germans wait at the top. Eliminate them and grab the red badge and submachine gun off the table in the corner. The SAS operative, Grillo, is behind the door in the northwest corner of the room. Free him, and then follow where he leads.



The explosives

Follow Grillo and set the explosives by the gate, then clear the area. The explosion will knock down the gates. Jog through the gate and stay in Grillo's shadow. A German will follow you. Gun him down, then dispatch the rifleman that approaches from the east.

Grillo leads you to a pair of 88s covering the Allied landing beaches. Plant your explosives on the leftmost one.



The 88s



BUY WAR BONDS

SABOTAGE ON THE MOTORPOOL

SPECIAL WAR EDITION

MISSION 1, LEVEL 3 ★★★ ISSUE XXVII VOL.1 ★★★ NOVEMBER 7, 1942

ALGERIA, NORTH AFRICA Today American forces fired the first shot in their crusade to free the world from the terror that is known as Nazi Germany. Landing on the shores of North Africa, elements of several American divisions boldly advanced against the enemy, which has thus far controlled a major portion of the Mediterranean region. With the full cooperation of the British government, the allies stand a very good chance



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OBJECTIVES

- Disable Opel trucks.
- Destroy tanks.
- Destroy munitions cache.
- Exfiltrate the facility.

Well done. You've kept the Germans from obtaining vital secrets about our operations and found a way out of this mess. Destroying the 88mm guns covering Arzew Harbor was a critical move, keeping Operation Torch on schedule and making the job of landing on the beach that much easier. By now, Major Grillo has no doubt chosen an exfiltration plan and is on his way to one of several camouflaged desert supply caches from his previous mission. He'll procure some transport to get you two out of there.

Meanwhile, you'll have to take care of two things: keep the Germans from pursuing, and disrupt troop mobility along the coast when our forces land. You can do this by finding Opel transport trucks in the German-held port facilities. Render the trucks useless by disabling the engines with your wire cutters. Keep your eyes open for Panzer and Tiger tanks and put them out of commission wherever possible with your radio bombs. Finally, destroy any munitions caches and get out of there.

Major Grillo will rendezvous with you once you're clear of the motorpool. Choose your battles carefully—the Germans are hunting for you and have you completely outnumbered.



M1L3 STRATEGY ★★★

You've rescued Major Grillo, now it's time to disrupt the German motorpool. This mission will be your first true challenge, so follow our strategy carefully and watch your back.

You begin in an alley between two buildings. Move north. A guard will come around the corner of the building to your left. Take him down and move into the building. There are two pistol-armed mechanics inside. Kill them both, then cut the wires on the trucks (approach and press the Action key). Grab the First Aid kit on the table in the eastern end of the building if you need a health boost.



The mechanic lies dead.

It's great fun to heave a grenade into the garage. The mechanic will run out, screaming. You can then level him while he's distracted.



Shoot the soldier patrolling the warehouse on the north side of the street, then dash inside and kill the mechanic. Cut the wires in the truck that you find there.

Exit the warehouse's east door and then turn north. You'll see a Tiger tank pull out of its garage. Ignore it for now. Duck into the first garage and walk to the back of the tank. Place a timed charge by pressing the Action key.

You must place charges on four tanks. Once the fourth charge finds its home, they will detonate in quick succession. You need not detonate them manually.



Exit the garage and cautiously make work your way north. You'll notice that the Tiger you saw exiting the garage is now parked on the northern end on the compound. There is a rifleman and mechanic near it, along with a guard tower. Move toward the boxes beside the eastern building. Eliminate the rifleman and mechanic from this spot.



Use these boxes for cover.

Once the two German foot soldiers are dead, draw a bead on the tower's searchlight operator. He looks like a smudge of tan beside the spotlight. One shot should be all that's required. Now move to the back of the Tiger tank and place the second charge.

Proceed east into the warehouse. You'll find a mechanic in here. Kill him, then move toward the southwest corner of the building. This is the location of your next targets—a First Aid kit and the munitions cache. Place the bomb and exit through the door in the east wall.

Here's where it gets tricky. The door leads to a hall that runs north. Move through the hall and dash into the garage with the tank. Immediately spin around and shoot the guard near the door that you just exited.

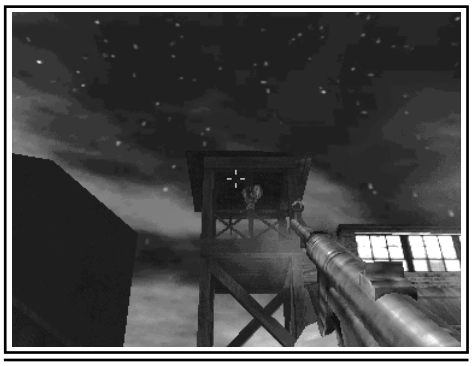
Another guard waits by the barrels southeast of the tank's garage. Shoot the barrels. They'll explode, killing the guard. Just east of the tank garage is a mechanic. Eliminate him. He'll drop a Canteen. Pick it up if you need a health boost.



Run over to this tank.

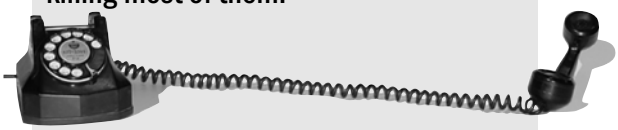
If you haven't already, equip the submachine gun. Side step out of the garage and take out the foot soldier near the tank in the middle of the yard, then return to the garage and reload. Now zip out of the garage and put some holes in the machine gunner in the tower to the southeast. Keep the garage between yourself and the tower on the north wall. Once you've knocked out the southeast tower, duck back into the garage and reload.

Move toward the tank in the center of the yard and place the final charge. All of the charges will now detonate. Turn toward the front door of the building in the north end of the courtyard. Five Germans will burst through the door. Submachine gun them and enter the building.



Destroy the final tower.

The sneaky among you may toss a couple of grenades at the door before it opens. The Germans will open the door and step into the grenade's blast, killing most of them.



Run into the building and head over to the left-hand room. There's a First Aid kit on the table. No doubt, you need it by now. Head out of the room and move south down the hall. Trace the hall left and kill the Germans waiting in the next room. You'll find a First Aid kit on the filing cabinet near the north wall.

Open the door and pop the machine gunner in the tower to the north. You'll also find a rifleman and mechanic in the lot. Kill them both, and Grillo will arrive in his jeep. Mission completed.

BUY WAR BONDS

LIGHTING THE TORCH

SPECIAL WAR EDITION

MISSION 1, LEVEL 4 ★★★ ISSUE XXVII VOL. 1 ★★★ NOVEMBER 7, 1942

ALGERIA, NORTH AFRICA Today American forces fired the first shot in their crusade to free the world from the terror that is known as Nazi Germany. Landing on the shores of North Africa, elements of several American divisions boldly advanced against the enemy, which has thus far controlled a major portion of the Mediterranean region. With the full cooperation of the British government, the allies stand a very good chance of



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OBJECTIVES

- Destroy aircraft (12)

Good work on sabotaging the motorpool. I hope you've had some rest during the drive down the coast, because you're not done yet. Your final target is a radar tracking station built into the side of a cliff overlooking the Mediterranean. This station can direct intense fire onto the fleet from distant coastal gun batteries. Destroying that station will render those guns blind and useless, allowing the fleet to sail in unchallenged.

Grillo will drive while you operate the .30 cal machine gun at the back of the jeep. The station is located next to a desert airstrip, where you should destroy a squadron of Stuka dive-bombers stationed there, and any other targets of opportunity. Then enter the radar station and destroy the sensitive radar equipment—just shoot the controls out. Head down to the seawall and fight your way into the lighthouse at its end. Give our fleet the "all clear" signal by activating the lamp. Once that's taken care of, rendezvous with Major Grillo at the foot of the lighthouse for extraction.

With any luck, we'll force Rommel and the Afrika Korps out of North Africa soon enough.



M1L4A STRATEGY ★★★

This will be a wild one. First we'll ride through a German airbase with our .30 Cal machine guns blazing, then we'll work our way through a lighthouse filled with Germans.

The jeep only moves a few hundred yards before you spot the first sign of the enemy. There's a German in the road and another on the hill to the right. Waste them. Another hundred yards and two more riflemen pop up in the road. Shoot the barrels beside them.



Fire up the Germans.

As soon as you kill the second set of riflemen, swing your gun back to the north. Three Germans will pop up on the hill. Put them back down. Grillo shouts something about a detour and speeds southwest.

Shoot the German on the roof of the building that comes up on your right before he can shoot his Panzerfaust. Grillo swings around the building and orders you to destroy the blockade. Do so quickly, systematically destroying the boards from left to right.

It's important to destroy the blockade quickly. The longer Grillo is motionless, the more damage you take. The more damage you take, the less likely you are to finish the mission.





The blockade's down!

Eliminate the Germans that swarm toward the roadblock, and fire up the gas drums to wipe out any remaining bad guys. Grillo returns to the road. As you approach the wall that surrounds the airbase, you'll be attacked by Germans on the right-hand side of the road and several that drop over the wall. Kill them and keep going. The road continues to wind through the dunes, and Germans continue to emerge from them.

Finally, Grillo warns that you are almost at the airfield. Three Germans will appear—two on the left side of the road and one on the right. Take them down quickly—they are toting submachine guns. When they're dead, this segment of the level will end.

M1L4B STRATEGY ★★★



- Destroy the Aircraft (12)

A new segment of the level loads and you'll find yourself in the jeep with Grillo just outside of the airfield. No sooner do you start rolling than a German truck, loaded with infantry, approaches from behind. Machine gun the shooters in the back first, then pour lead into the cab and engine. The truck will explode and that worry will be over.

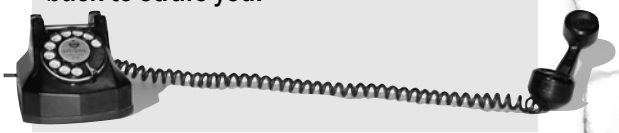
Grillo takes a left into a compound filled with gas drums and tanks. Detonate the drums to eliminate the tanks. This triggers a heated response from the German guards. They will approach both from the guardhouse and the road you just traversed. Kill them all.



The gas drums explode.

Now it's time to head onto the runway and destroy some planes. Attempt to get them all as you pass by. If Grillo has to come back around, there will be more Germans shooting at you. In fact, if you take too long, another truck full of infantry will appear.

Three-quarters of the way through the first lap around the airfield a Stuka will attempt to take off. It appears on your right. Destroy it now or it will come back to strafe you.



Once 12 planes are destroyed, Grillo takes you to the entrance of the communications complex and this portion of the level ends.

M1L4C STRATEGY ★★★



- Destroy all communications equipment.
- Make your way to the lighthouse.
- Signal the fleet.
- Escape with Major Grillo.

You're back on foot now. Dash down the steps and into the room on the south wall. Kill the guard and use the First Aid kit.

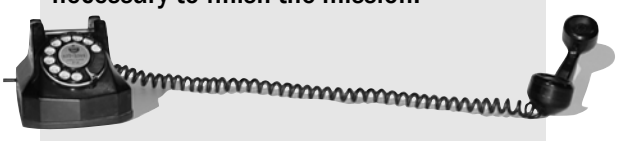
Cross the hall and move to one side of the door. Open it and shoot the German who emerges. If you have a grenade, toss it into the room to eliminate the other guard. If not, move in with guns blazing to waste the guard and radio equipment. That's one the objective completed.



The wrecked radio equipment

The radio equipment's destruction triggers an influx of guards. It's best to sprint into the hall, take a couple of potshots, and then duck back into the room. When the Germans chase you intoroom, you can destroy them one by one.

You may follow the hall west. You'll find plenty of guards to kill, but it isn't necessary to finish the mission.



Once this batch of guards is gone, move south down the hall. The first room on the right may have a guard; the next hall that leads to the right does for sure. Kill them both. Continue south until you find the lift and take it down.

The lift empties into the upper floor of the motorpool. There are a handful of guards on this upper level and several guards and mechanics below. Use the crates to hide behind and snipe at both sets of Germans until you have killed them all.



Hide behind these crates.

Take the lift to the motorpool's lower level. Several Germans are in the control booth. A submachine gun works well on them. One of these Germans will drop a Canteen. Pick it up. By now, you'll need that health.

Exit the motorpool via the west door, and head up the path to the lighthouse. While climbing the path, you'll run into a pair of guards. One of them coughs a Canteen when he dies.

There's a guardhouse on the way to the lighthouse. Kill the two Germans that man it, then duck inside to pick up a First Aid kit.



The guardhouse

Continue toward the lighthouse, killing the solitary German that waits outside this building. The lighthouse entrance is stacked high with crates. Behind them is a view port where two Germans wait. Waste them.

Continue up the stairs. Two Germans are at the top. Drop them and then pull the switch to activate the beacon. Now all you must do is flee and you're done.



The switch

Retrace your steps down the stairs. Stop at the view/firing port we mentioned earlier. A truck of Germans will appear. Put a few bullets into the truck's engine to explode it. Stand your ground at the firing port, slaughtering the squad of Germans as they jump from the truck. When they no longer pose a threat, exit the lighthouse, turn right, and run toward Major Grillo's waiting truck. Mission accomplished!







MISSION 2: SCUTTLING THE U-529

★ ★ ★

All right, you've made it through North Africa. The missions seemed tough, but they were only a warm-up for what's to come. You must now take your new-found skills to a German U-Boat base in order to disrupt their plans to employ a new technology that could turn the tide of the war. Good luck, Captain.

BUY WAR BONDS

SECRET DOCUMENTS OF THE KRIEGSMARINE

SPECIAL WAR EDITION

MISSION 2, LEVEL 1 ★★★ ISSUE XXVII VOL.2 ★★★ FEBRUARY 12, 1943

TRONDHEIM, NORWAY Allies reported significant shipping losses in the North Atlantic last year. Despite Allied High Command's best efforts, Germany U-Boat fleet continues to significantly hamper, harass, and degrade American attempts to resupply our friends in Great Britain. Now, it appears that Germany may have uncovered a new form of technology that could turn the balance of power in their favor. It now becomes absolute



Germany may have uncovered a new technology that could turn the bal their favor. It now becomes our forces to investi avoid being

It appears that the German navy, the Kriegsmarine, has been creating a highly sensitive radar detector to allow their U-Boats to regain control of the Atlantic. They've codenamed the device, "Naxos." If this device works, it will enable their U-Boats to dodge our naval radar patrols easily. You'll be inserted near Trondheim, where we believe the prototype is being developed. Major Grillo has been operating undercover as a local German officer since January, and he'll be at the gate to let you into the facility.

Wait for his radio signal, and be ready to snipe the guards from a safe distance. Cover him while he opens the main gate. You'll be bringing in plenty of explosives to destroy the U-529, since Major Grillo cannot procure enough high-explosive on site without arousing suspicion. Once you're in, stay with Grillo and head for the research building. First, steal all documents pertaining to the prototype, and then infiltrate the submarine pens.

Major Grillo will be in command. Just follow his lead and everything should work like clockwork.

OBJECTIVES

- With the help of Major Grillo, enter the complex.
- Steal the research documents (4).
- Enter the main facility.



M2L1 STRATEGY ★★★

Trust us; everything is NOT going to go like clockwork, but more on that later. Begin by crawling toward the base gate. Zoom in your sniper rifle's scope on the two gate guards and pick them off. Advance a few feet further, zoom in on the tower guard and neatly eliminate him, as well.



Snipe the tower guard.

Remain in your position and slay Grillo's assassins with your sniper rifle. Get up and run to the guardhouse, picking up the guard's submachine gun on the way. In the guardhouse you'll find another submachine gun and a delicious Canteen of health. Snap up the weapon, slurp down the health, and face the door. A German Sheppard may bound through, followed by a guard or two. Kill them.

Pull out your sniper rifle and creep toward the door. Frequently you'll discover a German who is eager to kill you taking pot shots from the building to the right, about 75 yards from the door. Dispatch this nuisance.

Not all the guards and dogs will attack in the order specified. Much has to do with their location, and the almost human AI in which they are infused. By the same token, where and when you find Canteens and First Aid kits is largely dictated by the difficulty level of your game.



The doggie lies down.

Dash to the building north of the door, then run down the narrow passage between the building and fence. Stop at the north corner of the building, then face west, kneel, and eliminate the Germans firing from the building on the west end of the compound. Be careful—there is one on the ground level and another on the second story. A German Sheppard may attack, so listen well for its approach.

As soon as the tower guard falls, Grillo will move toward the gate and begin to open it. It is a task that he will never complete. Germans come from around the guardhouse to the front and around the building to the left of the gate. They kill Grillo. With his dying breath he tells you to carry on.

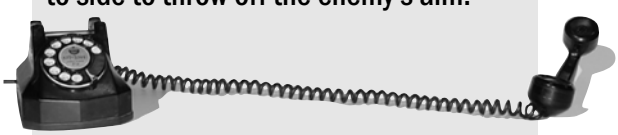
Creep toward that western building, staying close to the southern wall of the building that traces the northern end of the compound.



Stay close to this building.

Several Germans will appear from the building south of this northern building. Drop to your knee, equip the sniper rifle, and pick off each one as they appear.

It's usually a good idea to keep moving when engaging the enemy, but this can be hard when using the sniper rifle. Instead of moving, be still and take out the enemy with one shot. When reloading, constantly strafe from side to side to throw off the enemy's aim.



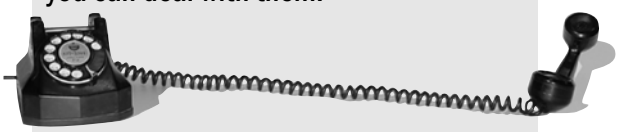
Slow your pace as you approach the building on the west end of the compound. Equip the sniper rifle, zoom in on the building's door, then crouch and approach with care. When you are 50 yards away, two Germans will open the door. Blow them both away, then equip the submachine gun and run into the building. Kill any remaining guards on the lower floor and scarf the Canteen on the table. Note the locked door on the north wall. We'll go through that later.



The Germans come through this door.

Head up the stairs. There is a German on the upper landing, and one each in the two rooms that empty onto the landing. Dispatch them all.

It's best to toss a grenade in each of the two rooms. This will either kill the German(s) inside or flush them out so you can deal with them.



There's a secret document in each of the rooms. Pick them up. That's two down and two more to go.



The two rooms at the top of the landing

Exit the two rooms and trace the hall east, then north. As soon as you turn the corner, two Germans will fire at you. Take them down and duck into the generator room. Two more Germans wait in here. You know what to do.

Sometimes you can shoot the two Germans in the hall leading west by equipping the sniper rifle, turning on the scope, and just barely sidestepping into the hall. When they stick their heads out of the generator room, you can blow them away.



The generator room

You'll find the third secret document on a table in the southwest corner of the generator room. There's also a Canteen on the southern table. Pick up both and jog over to the door in the northwest corner.

Open it and kill the two waiting Germans. Rip the last secret document from the room's wall and reload your weapon. Three more enemies will charge through the door. Kill them and drink the Canteen that one of them drops.

Return to the room where you initially entered the building. The previously locked door in the north wall of this room is now open. Charge through it and enter the room on the other side of the hall. Kill the waiting foe.

Exit that room and move west down the hall, killing Germans as you go. Keep a sharp eye out for Canteens the Germans may drop as they die. Kill all the enemies and continue on.

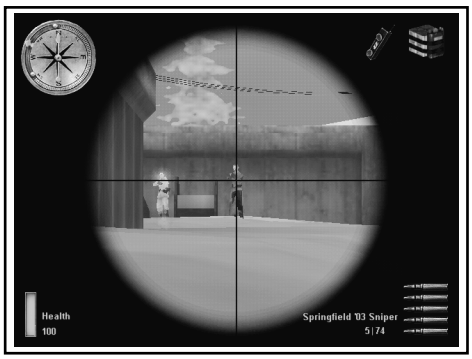
The hall will turn south, then west. A German will pop up. Kill him and continue, but be aware that there's more trouble around the corner.



There are more Germans around this corner.

The hall leads north, and several rooms connect along the way. Each has a German. Remember, it's very effective to throw a grenade into a room, and then hammer the German when he runs out.

Follow the hall to its end. There you will find a door. Equip your sniper rifle, then kneel and open the door. You'll see a pair of Germans 50-60 yards away. Eliminate them.



Take these guys down.

Move cautiously out of the door and face northeast. Eliminate the German sniper. Equip the submachine gun and dash toward the three buildings on the north side of the compound. Run east toward the building's corner, then swing around and kill the Germans that await. Be wary, frequently another German will appear from the southeast.

Move north around the corner of the building. Face west and pick off the two Germans there. Move west to the large ramp. South of this area is a machine gun position. You may man it and attempt to slay the Germans that rush out of the building to the north, but we don't recommend it.



This machinegun looks tempting, but it isn't the best way to win the mission.

Try this instead of the machine gun. Equip the sniper rifle and move to the northeast corner of the ramp with your sight on the southwest corner. A dog and two Germans will rush out of the door by this corner. Blow them away, then reload your rifle and advance toward the southwest corner of the ramp. Pick off the two Germans in the guardhouse, then advance toward it and pick off the German on the roof of the building to the west. Move to the door in the west building.

Open the door and swing in to slaughter the enemy, then duck into the office and pick up the Canteen and crate of grenades. Move upstairs, kill any surviving Germans, and exit via the door in the northwest corner.

BUY WAR BONDS

SCUTTLING THE U-529

SPECIAL WAR EDITION

MISSION 2, LEVEL 2 ★★★ ISSUE XXVII VOL. 2 ★★★ FEBRUARY 12, 1943

TRONDHEIM, NORWAY Allies reported significant shipping losses in the North Atlantic last year. Despite Allied High Command's best efforts, Germany U-Boat fleet continues to significantly hamper, harass, and degrade American attempts to resupply our friends in Great Britain. Now, it appears that Germany may have uncovered a new form of technology that could turn the balance of power in their favor. It now becomes absolute



Germany may have uncovered a new technology that could turn the bal their favor. It now becomes our forces to investi advoid being

OBJECTIVES

- Find a disguise.
- Destroy the Naxos Prototype.
- Enter the second U-Boat.



It appears that the mission plan has gone awry. You're going to have to go incognito if you're going to have any chance of surviving this, Powell. Grab an officer's uniform from a locker room in the submarine facility and stick to speaking German until you're out of there.

Here are the essentials you need to know while operating in disguise:

- Always show your papers when asked.

- Don't walk around with a weapon drawn, as it will immediately arouse suspicion.

- To upgrade to a higher security level, locate a set of officer's papers. You may be forced to eliminate an officer in order to get to them.

- If all else fails, try to isolate a troublesome officer before eliminating him.

- Destroy the Naxos prototype, get into the U-529, plant the explosives in the bow, and find another way out of the pens.

M2L2A ★★★

An interesting and achievable mission, this one will not challenge you as much as some. Start by taking the papers and German officer uniform off the bench. Exit the locker room and stroll by the German soldiers playing cards.



A pleasant card game

Return to the large room and descend the stairs to the lower level. Exit the room on the west end, work your way through the adjoining room, and exit that room through a door in the west wall. Trace this white hall and exit through the north-facing door. You are now at the submarine docks.

Enter the docks and walk east by the first submarine. Show your papers to the German guard, then climb the stairs on the east end of the dock. Enter the room at the top and kill the German officer you meet there, then take the level 2 papers off the desk.

Run down the stairs and show your papers to the Germans at the bottom of the stairs. Exit the stairwell and close the door



The Naxos Prototype

behind you. You are now standing on a landing in a large room with crates and torpedo tubes. Climb the stairs in the southwest corner of the landing, then run through the room and follow the hall west and enter the first room that it leads to. Pull out your pistol and kill the three German scientists, then put a bullet through the Naxos Prototype.



These papers are your passport to safety.

Descend the stairs and show these papers to the German guarding the second dock. Walk west beside the submarine and board the boat via the gangway. Climb the ladder on the side of the conning tower and enter the U-boat. The level will end.

M2L2B ★★★



- Plant two bombs.
- Escape!

Another fascinating mission. The trick here is to eliminate as many of the German guards as you can before planting the bombs on the submarine. Here is one way to do it.

Walk west through the U-boat. You'll see a German in the galley. Kill him and snap up the health Canteen, then continue west. There's another guard by the torpedo tubes. Eliminate him with your silenced pistol.



This will hurt.

Turn around and retrace your path through the U-boat. You'll find another German in the bunk room. Once again, use your silenced pistol to eliminate him.



This German is permanently silenced.

Continue east to the other end of the U-boat, killing the two Germans that you find along the way. Now it's time to go loud. Equip the submachine gun and plant the bomb in the east end of the U-boat. You now have 75 seconds to position the other explosive and get clear of the boat.

Run back toward the west end of the boat. You'll have to shoot a German guard in the control room. Plant the bomb in the west end of the boat, then return to the control room. Kill the new German guard that has popped up there and climb the ladder to escape.



Topside again

Once topside, crouch and move toward the stern of the boat, kill the German soldier nearby, as well as your foe firing at you from the dock beside the U-boat. Now return to the front of the conning tower and jump to the main deck. Run up the gangway to the dock. Kill the German officer that charges you without breaking your stride, then take a left when you reach the head of the dock. Keep killing Germans, run through the now-opening gate, and the level will end.

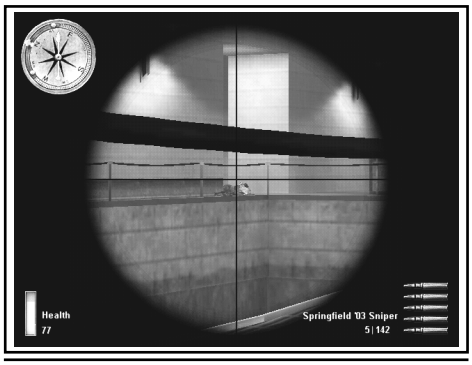
M2L2C ★★★



- Get out of Dodge.

We really do have a good way to zip through this level. Believe it or not, the key is the sniper rifle—at least at first. When the mission opens, equip the sniper rifle and run west down the empty dock. Crouch behind the second barrel, then face east, activate the sniper rifle scope, and pick off any Germans you see. There should be no more than two. That's just the warm up.

Dash to the next dock and again sprint west down the dock and duck behind the second barrel. It's a good idea to reload while you're running to the dock. Put your sight on the northeast corner of the dock and shoot the Germans that come pouring around the corner.



Use the sniper rifle to vanquish the Germans.

Once the onslaught appears to have stopped, equip the submachine gun and move toward the head of the dock. There may be a First Aid kit there (depending on your game's difficulty level). Snap up the kit and run north to the next dock. There are still plenty of Germans left, so your circle strafing skills will get a good workout.

Continue to move north through the docks and Germans. When you reach the final dock, make your way to the north side of the dock and sprint west.

Three Germans will snipe at you from behind the barrels on the north side of the dock. The easy way to clear them out is by tossing a grenade and then charging with the submachine gun.



You'll find a large alcove that leads to a hall. Kill the enemy that comes charging down the hall, and then trace the hall to a room with a ladder. Climb it and the level will end.

BUY WAR BONDS

ESCAPE FROM TRONDHEIM

SPECIAL WAR EDITION

MISSION 2, LEVEL 3 ★★★ ISSUE XXVII VOL. 2 ★★★ FEBRUARY 12, 1943

TRONDHEIM, NORWAY Allies reported significant shipping losses in the North Atlantic last year. Despite Allied High Command's best efforts, Germany U-Boat fleet continues to significantly hamper, harass, and degrade American attempts to resupply our friends in Great Britain. Now, it appears that Germany may have uncovered a new form of technology that could turn the balance of power in their favor. It now becomes absolute



Germany may have uncovered a new technology that could turn the bal their favor. It now becomes our forces to investi advoid being

OBJECTIVES

- Escape Trondheim.

Excellent work, Lieutenant. Even without the support of Major Grillo, you handled the situation admirably. Taking out the U-529 and the Naxos prototype should keep the balance of Atlantic power on our side, and we're predicting that the next prototype will be delayed until this fall. But there's no time to celebrate now—you've got to get out of there fast. The base is on high alert, and the Germans aren't going to let you slip away without a fight.

Make your way to the train depot on the north side of the facility. A German supply train captured for us by Norwegian resistance forces should be there soon. A squad of our troops will be on board to provide covering fire at the rendezvous. When they open those boxcar doors, they'll lay down covering fire as long as they can—be careful to avoid firing on them! Use this attack as a diversion, and get to that train. Once they're low on ammo, they're going to roll out of there as fast possible, and if you're not on the train by that time, they will be forced to leave you behind.

Good luck, Powell.



M2L3 STRATEGY ★★★

This is familiar territory for veteran ***Medal of Honor*** players—you're in the U-boat base's ventilation system. Follow the tunnel north, then west, then north once again. Finally, turn east and eliminate the German you spot below with your silenced pistol.



The German sleeps.

Grab the First Aid kit off the table, then exit the room and trace the hall. It will be one heck of a journey. There are a lot of Germans and they just keep coming. Unlike the previous mission, the best way to win this one is to just keep moving.



The administrative room

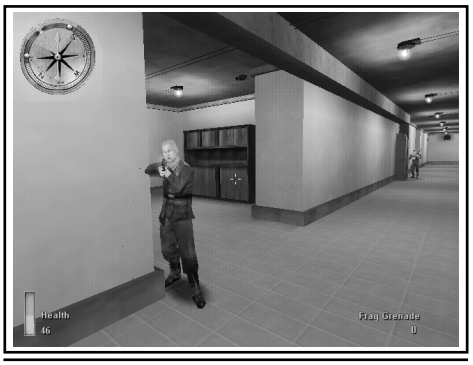
Continue to crawl the tunnel as it meanders. It will eventually turn east again. Kill the German at this location, then jump through the hole in the ductwork. You'll land in a large, unoccupied administrative room. Thank goodness.

The weapon of choice is the submachine gun. You must use every bit of cover, but also move quickly. Not only will standing still make you an easy target, but you must keep moving to both get through the level, and pick up the ammunition, health, and grenades that the enemy drops.



Continue to run through the hall. Duck into rooms, clear them of Germans, and then use them for a bit of cover before moving on again. Always check each room for Canteens and First Aid kits. Their availability depends on the level of difficulty that you have selected.

When clearing blind corners or rooms of Germans, toss in a grenade first. This will either eliminate the enemy or make them duck/run for cover. If you dash into the room while they're ducking, you can quickly pick them off.



Grenades are a big help.

Head east just before the end of the long north/south hall, and run down the steps. You'll have plenty of company down there. Toss a couple of grenades in front of you if you have them. If not, keep moving and keep spraying with your submachine gun. Head east in the hall at the bottom of the steps.

The door at the end of the hall leads into a large room. Again there are lots of Germans. More will pour out of the door in the southeast end of the room. There are stacks of crates in the southwest corner of the room. These provide good cover, but you can't stay there forever. You must bust your way through the door in the southeast corner.



This is the door that you must go through.

Run through the door and kill any Germans that remain in the hall. This leads to another door.

You're almost done now. As soon as you open the door, a train will pull into view. You have 90 seconds to get on that train. Don't shoot Germans and don't throw grenades, just run like hell to the train. Make sure that you zigzag and randomly jump to throw off the Germans' aim. Jump on the train and the mission ends.



The guys on the train







MISSION 3: OPERATION OVERLORD

★ ★ ★

Good work with the U-boat, Captain. It wouldn't have been pretty if the Germans had been able to employ that new technology. We have an even bigger challenge for you now. Operation Overlord is the code name for our invasion of France. You're needed to help spearhead this assault. Grab your Thompson submachine gun, Captain. We're going hunting.

BUY WAR BONDS

OPERATION OVERLORD

SPECIAL WAR EDITION

MISSION 3, LEVEL 1 ★★★ ISSUE XXVII VOL.3 ★★★ JUNE 6, 1944

OMAHA BEACH - NORMANDY, FRANCE Today the liberation of France has begun. In what is perhaps the greatest armada ever assembled, the combined might of Great Britain, the United States, Canada, and their allies slammed into a slice of the Normandy coast. German opposition was stiffest at Omaha beach were elements of the German 352nd Infantry



against unbelievable odds. Initial reports of casualties are expected to be high; however, our military remain hopeful that this battle

Soldiers, Sailors, and Airmen of the Allied Expeditionary Force! You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other Fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

Your task will not be an easy one. Your enemy is well trained, well equipped, and battle-hardened. He will fight savagely. But this is the year of 1944! Much has happened since the Nazi triumphs of 1940-41. The United Nations have inflicted upon the Germans great defeats, in open battle, man-to-man. Our air offensive has seriously reduced their strength in the air and their capacity to wage war on the ground. Our Home Fronts have given us an overwhelming superiority in weapons and munitions of war, and placed at our disposal great reserves of trained fighting men. The tide has turned! The free men of the world are marching together to Victory!

I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full Victory!

Good Luck! And let us all beseech the blessing of Almighty God upon this great and noble undertaking.

-General Dwight D. Eisenhower

OBJECTIVES

- Get to the shingle.
- Meet up with the Captain.
- Get the Bangalores.
- Bring the Bangalores back to the shingle.



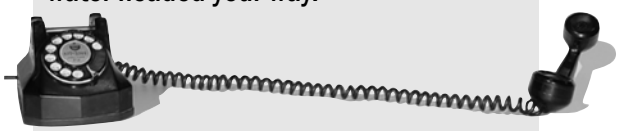
M3L1A STRATEGY ★★★

Although the first stage of this level is not terribly complex, it is difficult. The level begins as you ride a small landing craft into Omaha Beach. Take a moment to look around. The folks at Electronic Arts have done one heck of a job creating the atmosphere of the Normandy beach. Enjoy it while you can. Soon the landing craft ramp will go down and the fecal matter will impact the scrolling blades.

The Germans fill the water with lead. It's your job to avoid as much of it as possible and make your way to the shingle, which is little more than a small berm. Here's one way to do it.

Sprint south until you reach the water's edge. Try to use the tank traps as cover. Make no mistake, you will get hit, but the point is to avoid as much damage as possible.

German machine guns will kick up the water as they search for prey. Jump to the side when you see the fountains of water headed your way.





These mini-geysers mean trouble.

Once you reach the water's edge, you'll see larger landing craft obstacles. Take cover behind them. After the machine ceases fire, run to the shingle located south by southwest. There is no good way to reach it. You must simply work your way in that direction. You can't duck when in the water, but once you reach land, you should remain in a crouching stance.



Use the landing craft obstacles and tank traps for cover.

Reaching the shingle will cross an objective off your list, but the Captain immediately gives you a new task. You must dash over to the Bangalore Torpedo and bring it back to the Captain.

Sprint over to the torpedo and dive into the shell hole adjacent to it. Wait for the hail of German fire to subside and then sprint back to the Captain. His men will blow a hole in the barbed wire. Jump up and run through the hole to the base of the bunker. Zigzag to limit any unnecessary damage.

The Captain screams that two MG42s have the platoon pinned. It's your—and a future dead guy's—job to get into the machine gun's bunker and take them out. Follow the other G.I. and watch out for the mine markers. If you step on a mine, your warring career is over.

Jump into the trench and follow it to the wounded Yank. There's a machine gun just around the corner from this guy. Toss a grenade at the gun, and then charge it, scooting from side to side in the trench. Kill the machine gunner and follow the trench around—ignore the steps for now—to a small room. You'll find a First Aid kit on the shelf. Use it, and then run up the steps. This portion of the mission will end.

M3L1B STRATEGY ★★★



- Clear out the bunker.
- Eliminate the MG42 machine gunners.

Take the steps up. A German will open a split door. Kill him, then run into the room and pick up the First Aid kit on the shelves. Duck through the door where two Germans wait. Eliminate them and a few more will appear.

Use the pistol if you're low on Thompson submachine gun ammunition. Save the Thompson rounds for when you really need them.

Work your way through the German ranks and over to the ladder in the northeast room. Quickly climb up, prepared to confront an enemy near the top. Kill him and the other Germans that rush to his rescue. Clear the rooms and work your way toward the ladder in the eastern room. Take it to the bunker's upper level.



Take this ladder to the upper level.

The ladder leads to a small room. Back into the southeast corner of the room and wait for the German submachine gunner to dash into the room. Shoot him and pick up his ammunition. Two rifle-toting Germans are not far behind the submachine gunner. You'll see them as you exit the southern door. Slap them down, move south down the hall, and enter the eastern room.

More often than not, three Germans—two riflemen and an officer—will put up quite a fight for this room. Nevertheless, one of them usually coughs up a Canteen when he dies, so you'll gain back a bit of health.

Run to the northern room exit. This leads to the German machine guns that have been raking the beach. Kill any remaining Germans and then man a machine gun on the south wall. Waste the two German machine gunners in the bunker to the south of your position.



Dispatch the German machine gunners in this bunker.



Once the machine gunners are dead, it's time to exit the bunker. You won't have to climb down the ladders since there's a door in the room to the west. Be careful, however, as a German has just entered the bunker through that door. Kill him, exit the bunker, and the level will end.



BUY WAR BONDS

BATTLE IN THE BOCAGE

SPECIAL WAR EDITION

MISSION 3, LEVEL 2 ★★★ ISSUE XXVII VOL.3 ★★★ JUNE 7, 1944

OMAHA BEACH - NORMANDY, FRANCE Today the liberation of France has begun. In what is perhaps the greatest armada ever assembled, the combined might of Great Britain, the United States, Canada, and their allies slammed into a slice of the Normandy coast. German opposition was stiffest at Omaha beach were elements of the German 352nd Infantry



against unbelievable odds. Initial reports of casualties are expected to be high; however, our military remain hopeful that this battle

OBJECTIVES

- Clear the house.
- Find the two paratroopers.
- Defend the back of the house.
- Defend the front of the house.
- Find/destroy the 88s.



Excellent job on Omaha. Due to your exemplary actions, you've been reassigned to a special mission with Captain Ramsey from A Company. The situation in the bocage is grim. The overgrown hedgerows dividing the landscape past the beach provide the Germans with perfect defensive territory; our every offensive is met with tenacious overlapping defenses—MG42s, mortars, 88s, you name it. Certain areas that were to be taken by the 82nd and 101st Airborne Divisions remain in enemy hands; a result of the missed drops on the night of the invasion.

Your mission is to penetrate enemy lines, disrupt enemy defenses, and link up with paratroopers from the 101st who were tasked to destroy a special target between Isigny and Carentan. If they're under strength or KIA, you are to complete their mission with Ramsey. A jeep is available for transport, but there's no way to tell how far you'll get before you have to abandon it, as the roads closer to the target are well defended by 88mm guns.

You'll receive further details once you're in the field. Best of luck, Lieutenant.

M3L2 STRATEGY ★★★

This level is a blast. Throughout it, you'll have assistance from Captain Ramsey, and occasionally other soldiers will pitch in as well. Ramsey is nearly invulnerable, your other allies are not. Job one is to clear a house of Germans and locate a pair of Screaming Eagles from the 101st.

Although you begin the level with a Browning Automatic Rifle (BAR) in your hand, it isn't the best weapon for room-to-room house clearing. Equip the Thompson submachine gun before entering the house.

Move into the house through the east door. Immediately, some Germans in the east room will take you under fire. Toss a grenade in the room, then waste the survivors.



Enter through this door.

Depending on your game's level of difficulty, you may find a First Aid kit in the large room (that covers most of the front of the house), the east room (where most of the Germans pour from), or a Canteen on the body of a slain German.

Note the MG34/42 in the front room. You'll need that later to defend the house.

Work from room to room on the lower level of the house. It's a good idea to toss a grenade into a room before entering it. This either kills its inhabitants or forces them to run out, allowing you to riddle them with bullets.

Once you've swept the lower level, move upstairs. There are plenty more Germans up there. Remember to side step as you ascend the stairs, facing the landing as you climb. This puts you in position to wax the Germans that pop out of the doors.



Wax the Germans.

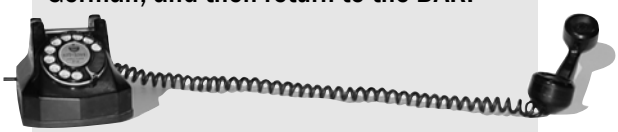
Once again, move from room to room in the upper level. When the last enemy falls, Captain Ramsey will move to the door in the eastern end of the building. Behind that door are two Screaming Eagles. A sniper suddenly picks off one of them. This signals the beginning of the attack on the back of the house.



A sniper hits his mark.

Now it's time to equip the BAR. Move to the north-facing window. The Germans attack from this end of the field. Attempt to bring them down with the BAR. Don't sweat the ones that get through. Captain Ramsey and the remaining paratrooper will handle them.

Some of the Germans will stop to snipe at your position. It's worth your while to pick up your sniper rifle, drop the German, and then return to the BAR.



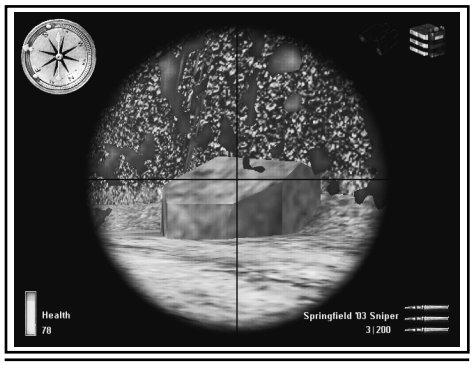
Once the Germans have been repelled from the back of the house, which is indicated when "Objective Completed" pops into the window, they will try the front. Race downstairs toward the front/center room and man the MG42.

The Germans will sprint over the bridge three at a time. Remain calm and move the machine gun the minimum amount needed to spray the troops. With luck, you'll kill all the Germans before they reach the house. If some do manage to reach the house, drop the MG42, equip your Thompson, and quickly kill the Germans in the house. Return to the MG42 and riddle the next wave of onrushing Germans. Once the enemy has been vanquished, it's time to move on to the 88-destroying phase of the mission.

Search the house for Canteens and First Aid kits before departing. Again, depending on your difficulty settings, there will be some scattered about. Be careful, however, when picking up the First Aid kit resting on the roll-top desk located in the southwest room on the second floor. When you pick it up, a German will jump from the wardrobe in the southeast corner of the room!



Cross the bridge in front of the house and head west. A German SdKfz 251 halftrack blocks the road to the east. The road curves southwest, and a German sniper opens up from behind a rock on the right side of the road. Either charge him, blasting away with your Thompson, or take him out with the sniper rifle.



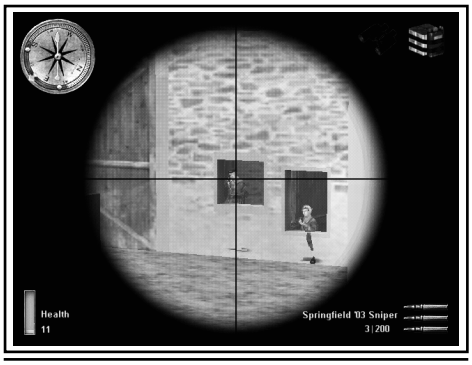
There are Germans hiding behind this rock!

More Germans emerge from the Panther tank near the rock. This will remain a pattern on this stretch of road. Wherever there's a tank, you'll be sure to find Germans lurking nearby. Continue to work your way down the road. One hundred yards past a destroyed Sherman tank, an 88 will take a shot at you. Objective completed—you've found the 88. However, now you need a radio to call in an air strike to destroy the gun.



The 88 will start shooting at you about 100 yards past this Sherman.

Return to the Sherman and take the road that leads southwest. You'll come to a French villa. Beware—the building on the west side of the villa houses a handful of Germans, including a MG42 gunner. Hug the bocage on the west side of the road as you approach the villa. When the hedge turns north, dash into the door of the eastern building. Jog upstairs, crouch, and equip the sniper rifle. Move over to one of the west-facing windows and snipe the three Germans.



Snipe the Germans.

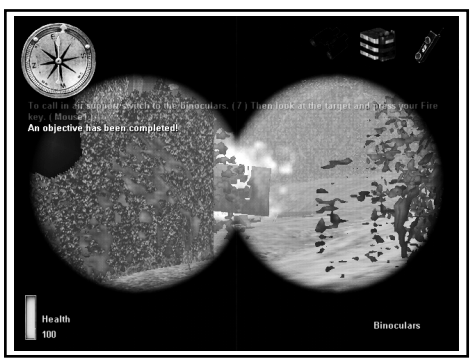
Once the enemies in the eastern building have bought it, the game introduces you to Private Cobb, a paratrooper. His squad's radioman was killed by a sniper stationed in the silo south of the villa. The radio is still there, but someone needs to eliminate the German sniper. Move to the window and kill the Germans at the top of the tower, the one to the east of the tower, and the two to the west of the silo. Exit the building and make your way toward your destination.

The radio is just east the silo. Pick it up by pressing the Action key. As soon as you do this, the Germans will launch a major counterattack. Enemies will not only attack from west of the silo, but will also blow a hole in the wall to the north and engage you and Captain Ramsey from there.



With a hole blown in this wall, the Germans are free to fire at you.

Move to the south side of the silo and pull out the sniper rifle. Use it to eliminate the Germans attacking from the west. Now position yourself east of the silo and shoot the enemies to the north of your position. Once the Germans have been eliminated, return to the villa and duck inside the building that housed the MG42. In the center of the building you'll find lots of ammunition and First Aid kits. Buff yourself up and return to where the 88 first fired on you, then pull out your binoculars and slide to the north side of the road. Once you spot the 88 (with your binoculars), left-click on it to call the air strike.



The flyboys plaster the German gun.

Your job, however, isn't over. There's another 88 down the road. Unfortunately, the air strikes can't get at this one—there's an anti-aircraft gun protecting it. It's your job to eliminate that resistance. Move north, through the gates and past the destroyed 88.

Slow down as you approach the large rock on the southwest side of the road. The German anti-aircraft gun is just south of this spot. A pair of machine guns protect the gun—one in a bunker southeast of the rock, the other amid a pile of sandbags south of the rock. Snipe the Germans in the bunker, and then dash south toward the nearest shell hole. Shoot the enemies at the second machine gun from this vantage point.

Dash over to the anti-aircraft gun. Place the charge, then hurry back to the German machine gun bunker that you just cleared. No sooner will your charge detonate than the Germans counterattack commences. The enemies come from the roadside rock where you initially launched your attack on the anti-aircraft gun complex. Mow them down with the machine gun in the bunker.

When things are quiet again, equip your Thompson, run to the rock, and finish off any survivors. Return to the second 88 and call an air strike on it. Kablooma! Objective completed. Unfortunately, you can't move through the destroyed gun's position. You must find another way around. Try the route to the southeast. Kill the submachine gunner guarding the trench, then jump in and the level will end.

BUY WAR BONDS

THE NEBELWERFER HUNT

SPECIAL WAR EDITION

MISSION 3, LEVEL 3 ★★★ ISSUE XXVII VOL. 3 ★★★ JUNE 7, 1944

OMAHA BEACH - NORMANDY, FRANCE Today the liberation of France has begun. In what is perhaps the greatest armada ever assembled, the combined might of Great Britain, the United States, Canada, and their allies slammed into a slice of the Normandy coast. German opposition was stiffest at Omaha beach were elements of the German 352nd Infantry



against unbelievable odds. Initial reports of casualties are expected to be high; however, our military remain hopeful that this battle

OBJECTIVES

- Destroy the four Nebelwerfers.

Good job on taking out those 88s. Now, here's exactly what you're looking for. This photo from our files shows a six-barreled rocket projector called the Nebelwerfer 41. When grouped into batteries, they can be devastating, smashing targets with barrages of explosive rockets. One such battery is defending an approach to Carentan, and the Germans could easily shift it to a less vulnerable position further south at any time. We can't let that happen. This is as good a chance as we're going to get to take away some of their best firepower in the area. Success here will save many soldiers' lives in the fight towards the town of St. Lo.

The only approach to the Nebelwerfer battery is through a small town. You'll know you're near the site when you see the large church on the outskirts. The battery is located on a field defended by many MG-42 positions; use the sniper rifle to pick off the crews from a distance before moving in. Once you've captured the location, plant explosives on the Nebelwerfers and take cover!

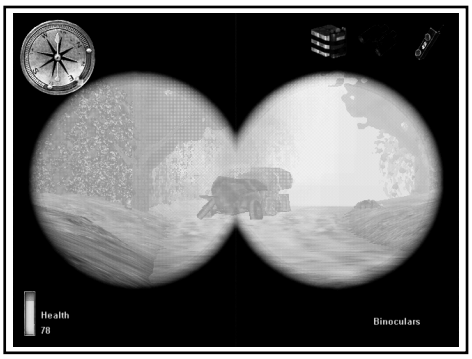
This won't be an easy mission, but I'm confident you'll be up to the task. Good luck, Lieutenant.



M3L3 STRATEGY ★★★

Advance into the trench and pick up the First Aid kit, Canteen, and Panzerschrek as you go. The trench empties into the area around the 88 that you just destroyed. There are a handful of Germans here. Kill them and continue to trace the road.

You'll find a destroyed Panther and a German halftrack just beyond it. Slide over to the hedge on the east side of the road and destroy it, then equip the sniper rifle and kill the infantry that were following behind.



The halftrack burns.

Move to the hill on the east side of the road. Two Airborne pathfinders will appear, indicating that the Nebelwerfer is near. Advance toward the town. Behind the roadblock ahead is an MG42. Eliminate it with the sniper rifle.

> Remember that you have three troopers with you for the first part of this mission. Don't be afraid to let them do their fair share of the German waxing.



Once the machine gun is silenced, move through the town's gates and turn left. Snug up against the wall, inch forward, and take out the machine gun across the street, then run over to the machine gun position that engaged your small squad as you approached the town. You'll find a First Aid kit there.

Dash north down the east side of the street to the next machine gun position, then jump into the building, pick up the First Aid kit, and man the machine gun. Riddle the building across the street—there are several Germans inside.



Riddle this building.

Once the building on the west side of the street has been cleared, dash into it and move upstairs. Pull out that trusty sniper rifle and stem the flood of Germans that come from the north. Once these attackers are history, descend the stairs and head northeast. Make good use of cover; there are lots of enemies about.

The street bends to the right and leads east. On the right is a building with wooden double doors. To the left is a building with a destroyed car parked in front. This building holds another German MG42 and several Germans. Destroy them.



There's an MG42 in there.

Just past the building with the double doors, on the same side of the street, is another abandoned building. Enter, then move to the back and pick up the Panzerschrek. Suddenly, a Tiger appears! Fire, reload, fire, and move away from the windows. The Tiger will let loose, causing a massive explosion. Return to the window/gaping hole in the wall and fire again. Once again, run away. Repeat until you have hit the Tiger five times, turning it into a flaming wreck.

Advance southeast through the hole the tank blew in the wall. There are Germans in the building to the front, and a machine gun in the building east of that. This is your next target.



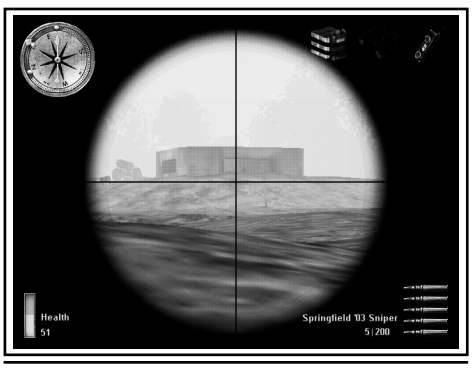
There's a machine gun in here.



Work your way to the back of the easternmost building on the north side of the road. This leads to a sunken path that takes you to a cemetery with a large church towering above it. There are several MG42s inside this holy arsenal. Use the cemetery's headstones for cover and pick off the German machine gunners with your sniper rifle.

Advance into the church and eliminate the remaining Germans with your submachine gun, then exit and head south down the road. Soon you'll hear the rocket launchers. There are four of them to destroy, but it won't be easy. There are several machine gun nests guarding them.

Move east down the road until the hedgerow ends, then run south into a shallow ditch that leads south. Crouch and dash to its end, then grab your sniper rifle, face east, and crawl to the edge. You'll see a bunker and two machine gun nests east of your position. Eliminate the gunners with your sniper rifle, then wait for the Germans to send out more gunners, and finish them off, too.



The bunker

Pull out your submachine gun and sprint toward the now empty bunker. A German or two will emerge from the trenches behind it. Kill them and jump into the bunker. After grabbing the two Canteens, exit the bunker and throw a grenade around the corner. Move in behind it and riddle any waiting Germans, then duck into the first trench leading east and kill any remaining Germans.



You can now work your way through the trench by foot, tossing grenades to kill the Germans around each corner and mopping up with your Thompson. Wherever there are steps, there is a rocket launcher. Place a bomb on each. There are two connected to these trenches. Exit the trenches after the second rocket launcher. The third launcher lies northwest of your position. Destroy it.

The fourth launcher is northwest of the third, but you can't get there from here. There are mines in the way. Return to the road and follow it northwest. Be wary, however, of the last German bunker northwest of the third rocket launcher. It has another MG42. Your Panzerschrek works well against it. The fourth rocket launcher is beside this bunker. Destroy it and the mission will end.



The final launcher is destroyed.







MISSION 4: BEHIND ENEMY LINES

★ ★ ★

That last mission was exciting, no? Well, there's more in store for you in our current endeavor. You'll be working behind enemy lines, Captain, and it won't be easy. I'm sure, however, that equipped with this strategy guide, you'll be able to handle it.

BUY WAR BONDS

RENDEZVOUS WITH THE RESISTANCE

SPECIAL WAR EDITION

MISSION 4, LEVEL 1 ★★★ ISSUE XXVII VOL.4 ★★★ JUNE 22, 1944

NORMANDY, FRANCE The Germans continue their buildup in St. Lo. France. Allied commanders expressed concern over the number of heavy panzer units the Germans have concentrated in the area. Despite Allied air strikes, Colonel Mark Walker's 3RCT was unable to squelch the growing enemy presence in the region. The long-term outlook on this situation almost certainly dictates the need for additional



Expressed by Colonel Mark Walker's unable to squelch the growing en the region. The long-term o almost certainly dicta action. Germa

OBJECTIVES

- Locate the downed G3 pilot.
- Escort the pilot to the Marquis hideout.

You'll be working alone on this mission, Powell. As an OSS agent, you'll have to get used to the idea of being out there on your own in enemy territory. The main purpose of this phase of the mission is to get you to a Resistance safehouse in St. Ebremont, south of St. Lo, and very deep behind enemy lines. Unfortunately, there's a bit of a catch to this mission. We received some bad news today, and you're going to be taking care of it on your way there.

One of our recon planes went down today in your mission area, carrying an Allied G3 Operations Officer and his pilot. If you find either one of them, get them to a Resistance safehouse for extraction and debriefing. The Germans could score a major intelligence coup if our men fall into their hands.

When you reach your destination, you'll receive more mission details from your Resistance contact. Her name is Manon Batiste.



M4L1 STRATEGY ★★★

Crouch and head down the road. You'll soon see a pair of Germans. Take them down. These are but a portent of what is to come. The road will widen. Crouch and snug up against the small hill on the left side of the road. Inch forward until you can see the downed plane. There are usually two enemy soldiers guarding it on your side of the plane. Slide out just far enough to see them, and then finish them off.

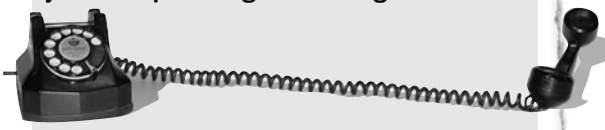


The Germans guarding the plane

Run up to the plane and set your sights on the field on the far side of the aircraft. There is another German over there that you must eliminate. Now the Lieutenant/pilot, who is named Joe Baylor, will thank you for coming along, and suggest that you both find the Marquis hideout.

Head northeast; the path will soon narrow. Crouch and cautiously move forward. You'll see a solitary German ahead. Aim for his head and empty your clip.

As always, be mindful of your gun's recoil. You must lower your aim after each shot or the gun's recoil will move your aim point higher and higher.



As you continue to move forward, the path will bend to the right. Ready a grenade, round the bend, throw it at the pair of German soldiers, then complete the job with the Garand.

Sprint to the house and face the door at the top of the steps. Toss a grenade inside, and then charge after it, killing all the survivors. Move room to room in the house, first introducing a grenade, and then following in the wake of the damage. Look for ammunition and Canteens.

Crouch and exit through the front door. There are more enemies to the southwest. Eliminate them and move to the house southwest of your position. Several Germans are guarding it.



Many enemies guard this house.



MISSION 5: THE DAY OF THE TIGER

★ ★ ★

Did all that sneaking about make you a bit nervous? Regardless, it will feel good to get back into the field with a squad on your side. This mission is exciting, and the first where you'll have armor backup. That doesn't, however, mean that it will be easy. But that's okay. Easy isn't fun.

BUY WAR BONDS

SNIPER'S LAST STAND

SPECIAL WAR EDITION

MISSION 5, LEVEL 1 ★★★ ISSUE XXVII VOL.5 ★★★ AUGUST 20, 1944

BRITTANY, FRANCE Despite the Allied buildup along France's coast, the large port of Brest remains in German hands. The port, which is the second largest in France is crucial to maintaining the Allies drive into France. "We can't fight without oil," stated General George C. Patton, at a lunch for the combined leadership. "Without these precious resources our ability to fuel the Allied effort will be seriously undermined."



must do everything in our power to overcome the opposition and con... our press toward ...

The Allied For...

OBJECTIVES

- Locate the bazooka team.
- Get past the gate into the rest of the town.
- Proceed to the southern edge of town.

Our latest field reports indicate that a King Tiger is undergoing minor maintenance and tread repairs in a small town about 10 miles from Brest. Your tank crew has been released from its duties in the 6th and has standing orders to rendezvous with you in this town. Frequent contact with German snipers was reported by soldiers from the 28th moving through the area, so I can't be more specific as to the crew's location—they'll find a safe spot to take cover until you find them.

Now for the hard part. The Germans have the tank well guarded in a highly defensible position—somewhere near the local town hall. Capture and clear out that town hall, then get your crew safely to the King Tiger.

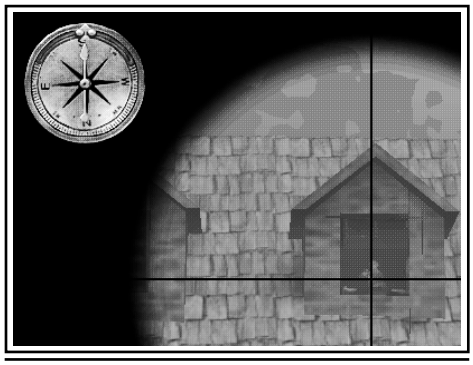
The town has been shelled heavily for over a week, creating the ideal terrain for enemy snipers to prey upon our troops. You'll be hunting some truly skilled snipers amongst the rubble, so move carefully and take your time.

Good luck, Lieutenant. This veteran crew has seen plenty of fellow Shermans annihilated by German Tigers on the battlefield, and they're very eager to return the favor.



M5L1A STRATEGY ★★★

Equip the sniper rifle and run toward the building that stands where the road turns. Ease around the corner. Watch for a German sniper working from a second story window. This is just the first of many enemy snipers that you'll face in this mission.



This is the first of many snipers.

Dash forward, ignoring the Yanks that hail you from the left side of the road, and run into the building on the west side of the street. Take the stairs two at a time and first kill the German sniper on the top floor, then turn and riddle the wardrobe in the corner; there's another enemy hiding in it.

Now help your fellow G.I.s eliminate the snipers in the left-hand window of the building south of your position. There may also be a sniper on the stairs to the left of the building. There is definitely a sniper under the building to the far left, but your buddies may get to him before you do.

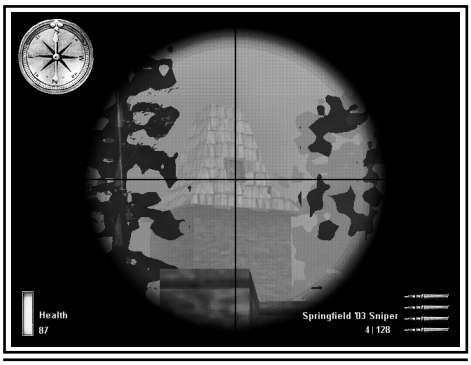
Exit the building and dash west. Take the first stairs down, then follow the path until it turns southwest. There's a sniper in the first floor of the dark brown building. Kill him, then return to the elbow in the path and move west toward the partial building. Depending on your game's level of difficulty, there may be a First Aid kit in the door. Pick it up.

Return to the path and peg the sniper firing from the second floor of the partial building that's visible through the gap in the wall.



The sniper in the building is visible through the gap in the wall.

Move forward toward the rusty car parked just beyond the gap in the wall. Face south and shoot the sniper just barely visible in the window of the tower.



The sniper in the tower.



The dead bazooka team.

Equip your Thompson and charge the building to the left of your position. There's a sniper on the second floor. Creep to the southwest edge of this building and fire up the sniper shooting from the cover of the broken wall to the southwest. There's also a sniper and submachine gunner on the second floor of the building behind this guy, another sniper in the building due west of this position, and a third in the rubble to the right of that. There's no magic trick to finishing off these enemy soldiers . Just be cautious and make sure that your first shot counts.

Now enter the building that you have been using for cover. You'll find the missing bazooka team on the second floor—dead. That's one objective down. Pick up their bazooka, then return to the path and follow it to the gate. Three Germans will charge the gate. Drop them and move through the wrought iron passage. That's two objectives down.

Move up the steps, take a right, and this portion of the level will end. Whew! That was a tough one.

M5L1B STRATEGY ★★★



- Find the tank crew.
- Defeat the enemy tank.
- Keep the tank crew alive and infiltrate city hall.
- Steal the King Tiger with the tank crew.

Okay, you've made it through the hell that was sniper town. Don't relax yet. There's more trouble ahead. Now you must defeat some enemy armor, and then steal a Tiger tank. No small chore to be sure.

The tank crew is directly behind you. Enter the building to accomplish the first objective.

Keep these guys alive! If the tank crew dies, you lose the level. Hence, you must take the lead and destroy any opposition before the enemy kills the tank crew.

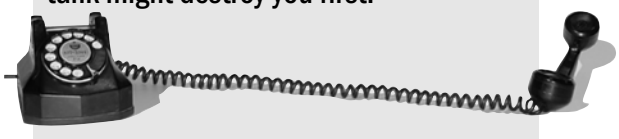


Be sure to pick up the bazooka rounds in the back of the room, then move to the front and destroy the tank that approaches. That's two objectives down.



Destroy the tank.

> You don't have to destroy the tank yourself—an air strike will do it for you—but if you wait on the flyboys, the tank might destroy you first.



Move out and head south. Kill the sniper on the roof of the building east of the tank. Use the tank for cover as you take down the Germans that rush from the building to the south.



Germans rush from this building.

Run into the building that the Germans just ran out of. Kill the Germans on the second floor. Be sure to get the guy hiding in the wardrobe. Reload your gun and do the same thing on the third floor. Pick up the munitions, health, and weapons located throughout the building.

Continue to trace the road. Kill the snipers that pop up on the tall building to the south, then follow the path that leads north of the motel. You'll pass beneath an arch. Eliminate the group of Germans in the buildings west of this landmark and make sure to snuff the sniper in the tower.



The buildings house plenty of enemies.

Don't, however, get cocky. There are more Germans to kill in the building to the right of the arch. Do so by running upstairs and taking them down with your Thompson. Make sure you pick up the submachine gun ammunition stored in the crates on the floor.

Exit the building and trace the path northwest. Be cautious; run from cover to cover. You'll immediately notice a large patio with a wrought iron railing. A sniper is crouching behind the wall at its west end. Kill him.

There are more enemies in the building to your right. Enter and level them with your Thompson. Advance toward the edge of the patio (the former German sniper's position). There's a break in the buildings that feeds west. Another sniper is visible through this break in the center window of the house. Kill him.



Kill the sniper in this center window.

Once the sniper is dead, trot down the small alley. Shoot the handful of Germans that charge around the building on your right, then take a hard right into the door they exited. Run up the stairs and eliminate the enemies in that room and on the bridge it leads to. Cross the bridge and waste the opposition on the other side, then climb the stairs and kill once more. Climb again and kill the final German in this building. From the third floor, face the wall to the northeast and snipe the enemy behind the crumbling wall.

Exit the building and continue northeast. Riddle the Germans that



This is a nifty hiding place for a sneaky foe.

pop on the balcony north of the road. As the road turns north, two enemy snipers engage you from the second story of the bombed out building east of the road. Kill them and take heart. You're almost finished with the level.

Ahead is a burnt out truck and a flaming wagon. To the left of those damaged relics is a building with a shredded flag hanging from its second floor window. This is, at long last, the city hall.



City hall

Burst through the city hall doors and run into the north room. Kill the three SS Troopers that you find there and wind your way back through the building until you exit into the courtyard that holds the King Tiger. Kill its guard and then mount the Tiger. The mission will end.

BUY WAR BONDS

THE HUNT FOR THE KING TIGER

SPECIAL WAR EDITION

MISSION 5, LEVEL 2 ★★★ ISSUE XXVII VOL. 5 ★★★ AUGUST 20, 1944

BRITTANY, FRANCE Despite the Allied buildup along France's coast, the large port of Brest remains in German hands. The port, which is the second largest in France is crucial to maintaining the Allies drive into France. "We can't fight without oil," stated General George C. Patton, at a lunch for the combined leadership. "Without these precious resources our ability to fuel the Allied effort will be seriously undermined."



must do everything in our power to overcome the opposition and conti... our press toward Germany.

The Allied For...

OBJECTIVES

- Escape with the King Tiger tank.

Good job, Powell. You're on a road to Brest that will take you through villages still held by enemy forces, so don't relax just yet. The King Tiger has tremendous firepower and more armor than any tank built to date, but it's a slow moving target that's vulnerable to all kinds of attacks. The major threats you have to watch for are Tiger I and Panzer IV tanks, Panzerschrek teams, and the 88mm field gun.

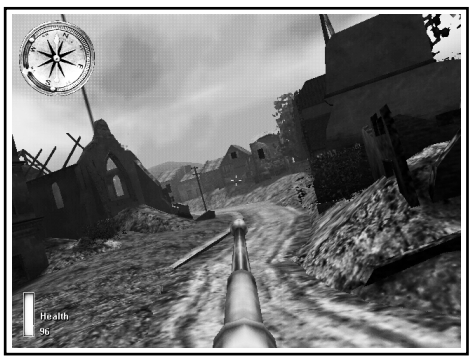
The Tiger I is the precursor to the tank you're in now—it has less armor but the same gun and the same engine. Your best chance of killing it lies in hitting it first. That'll disorient its crew and give your men time to reload while the enemy crew is recovering. Panzerschrek teams will hide in buildings, waiting for you to roll by before attacking. Blast those buildings quickly to be safe. Don't worry about civilians—by now, no one but the enemy will be occupying these shelled out villages.

The 88mm field gun is a stationary emplacement you've seen before, in the bocage. Their crews rely on camouflage to stay out of your sight, waiting to fire at the right moment. Watch the road ahead very closely for these guns.



M5L2A STRATEGY ★★★

The Tiger is quite a change from what you have been used to so far, but no less fun. Drive straight through the gates to exit the city hall courtyard. Blast the building that's straight ahead, which houses a Panzerschrek soldier, then crank the turret to the right and blast that building. Scratch another Panzerschrek soldier.



Blast this building.

Continue moving along the road. When it turns left, put a shell into the three buildings on the right, then continue your advance. Smoke the half-track that crosses the road and put a shell into the rubble just to the left of it.

Take a left and continue to follow the road south. Germans will pop out from behind walls and take pot shots from the windows. Pay them no mind; rifles and machine guns cannot hurt the massive Tiger. You do, however, need to watch out for the Panzerschrek soldiers. The bazooka-like Panzerschrek is tan and large, so the soldiers carrying them stand out. Wait for the enemy to stop, and then fire your cannon at them.

Just as the road exits the village and turns right, an MK IV tank will approach from the right. One shot should take care of it.



The destroyed MK IV

A few feet further along you'll see three buildings to the left of the road. Put a shell in the center building. This will take out the 88mm anti-tank gun hiding directly in front of the building. No sooner is this done than two more tanks make their appearance on the road. The one on the right is a Tiger I, and the most dangerous of the two. Back away until the Tiger cannot see you, destroy the tank on the left, then creep forward and unleash your arsenal on the Tiger.



Another burnt out German tank smolders in front of the three houses.

Once the Tiger has been eliminated, roll by it and this portion of the level will end.



- Escape with the King Tiger tank.

This level is a continuation of the previous one. Once again, you must follow the road. You'll immediately see a branch of the road to the left. It ends in a demolished bridge. Watch carefully, a German tank appears on the other side. He will advance, shoot, and then back up. Destroy the tank when it advances.



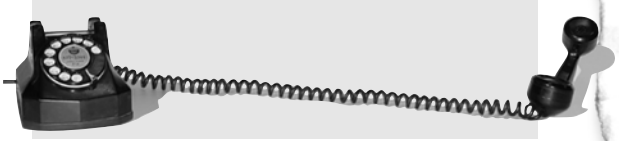
Another German tank lies in ruins.

Trace the road southwest. Just past the maple tree is a farmhouse (right side of the road) and a plowed field (left side of the road). Beside each is an 88mm gun. Eliminate them.



Lay into the 88.

The Tiger has an unlimited amount of ammunition. Hence, it's a good idea to put a shell into any building in your path. It can save you a lot of heartache in the long run.



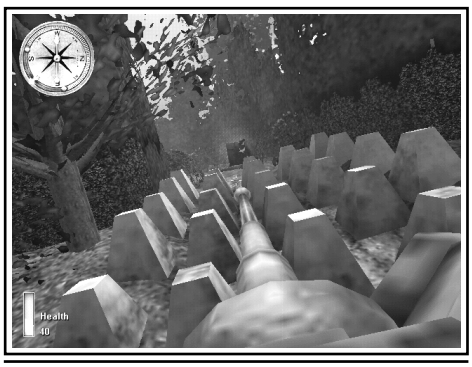
Roll past the wreckage of the farmhouse. The road splits to the right, but that avenue of advance is blocked by tank traps. Continue straight on. Just past the tank traps is a hedge. Beware, on the other side of that hedge is a Tiger I. Crank your turret hard to the left and roll by the hedge. If you can get the first shot, you'll stun the crew and be able to finish off the Tiger before it can get a shot in on your own massive piece of armor.

The pattern repeats itself at the next hedgerow. Well... kind of. This time the Tiger approaches from the feeder road on the left. Take to the fields on the right-hand side of the road, and blast the Tiger.

You could stay on the road and still get the Tiger, but there's an 88 hidden in the tank traps behind the Tiger. If you stick to the road, the 88 will pound you.



Now roll past the Tiger and head for the left side of the road. Swing your turret to the right and smoke the 88 behind the tank traps.



Destroy the 88mm anti-aircraft/anti-tank gun.

Take the road south and blast the two German tanks that appear. The road snakes into a small French village. Put a shell into every building visible. That will knock back the 88mm gun and Panzerschrek attacks. The road dead ends into a "T" intersection. On the left is a Tiger I. Destroy it, then take a right and waste the Panzerschrek soldier behind the sandbags. Roll over the sandbags, follow the road for a few more feet, and the level will end.



BUY WAR BONDS

THE BRIDGE

SPECIAL WAR EDITION

MISSION 5, LEVEL 3 ★★★ ISSUE XXVII VOL. 5 ★★★ AUGUST 20, 1944

BRITTANY, FRANCE Despite the Allied buildup along France's coast, the large port of Brest remains in German hands. The port, which is the second largest in France is crucial to maintaining the Allies drive into France. "We can't fight without oil," stated General George C. Patton, at a lunch for the combined leadership. "Without these precious resources our ability to fuel the Allied effort will be seriously undermined."



must do everything in our power to overcome the opposition and conti... our press toward Germany.

The Allied For...

OBJECTIVES

- Sneak in and find a high position over the bridge.
- Snipe the Germans that try to blow up the bridge.
- Call in air strikes.
- Eliminate the enemy King Tiger.



So far, so good, Lieutenant. The Germans at the bridge have certainly been informed of the stolen King Tiger, so you won't be able to drive the tank to the bridge right away. This photo from our Resistance agents shows the bridge wired to blow at a moment's notice from a small plunger on the opposite side. As the team's lone sniper, you'll have to move in quietly, find a good position overlooking the bridge, and keep the enemy from using that plunger until the tank can move into position. If you're spotted during your approach, you'll have to chase down and kill any of the sentries before they can run off and blow the bridge.

Once the King Tiger reaches the bridge, the Germans will undoubtedly call in reinforcements. The King Tiger is tough, but it can't stop all of them. Use your radio to call artillery strikes on incoming tanks, and remember that it takes a few seconds for the shells to arrive. Hold off the German counterattack until friendly forces arrive to secure the area. If we can win this battle, the German presence in France will be all but finished by mid-September.

You've got your work cut out for you, Powell. Good hunting!

M5L3 STRATEGY ★★★

Once again, you're out of the tank. Ease forward, but don't go past the first alley on the left. Slide right until you can see down the alley. There are two guards—one close and another far away. Snipe the distant guard first, and then take out the close one.

Quickly equip your Thompson and spin right. The sound of your shots will likely bring in two guards from this direction. Kill them.

Turn left and continue down the alley. Where it broadens, you'll get into a gun battle with five enemies. Don't let any of them escape.



You must eradicate every last enemy.

You must kill all these Germans. If any escape, they will sound the alarm at the bridge.



Continue down the alley, but be wary of a sniper on the balcony to the left. It's easiest to kill him using your own sniper rifle.



This German sniper can be a real pain.

At the end of the alley is a set of stairs leading to a door. Open the door and toss in a grenade. Follow it with your Thompson blazing. There are three Germans in this room. You'll have to keep moving to kill them all without taking too much damage.

Work through the building with your grenade/Thompson skills. Stop after clearing the large southwestern room. Equip the sniper rifle, then crouch and slide over to the southwest-facing window. Pick off all the Germans that you can see. The best method is to shoot, then slide out of the window, reload, and slide back toward the window to shoot again.

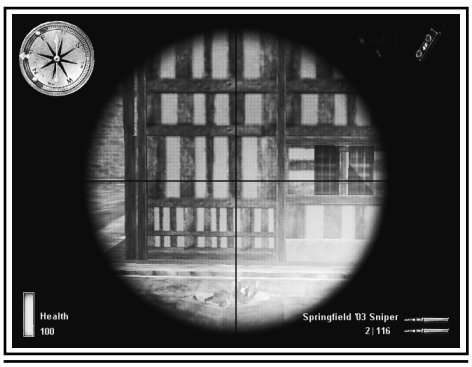


Use this window to thin the opposition in this alley.

Once the enemy stops returning fire, charge into the street. There may still be a couple of Germans that you need to mop up with your Thompson. Dash into the tall building at the end of the street, then run up to the upper story. That's one objective down.

There's plenty of health in this building. Take a second to snap up all the First Aid kits and Canteens that you find.

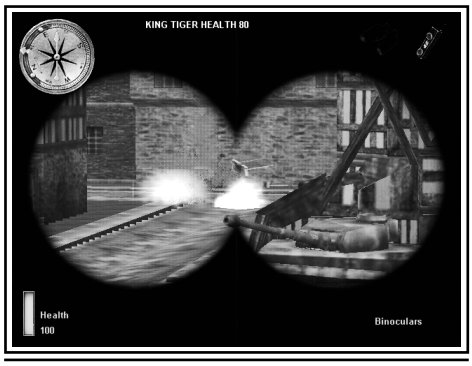
Load that sniper rifle and zoom in on the plunger. It's directly across the river from the window. Shoot each enemy as he runs to the plunger. You must kill them all until the Tiger with the American crew can blast the plunger area. This satisfies the second objective.



Stop the Germans trying to take out the bridge.

Now it's time to call in a few air strikes. Focus your binoculars on the tanks that appear across the river. Left-click and fighter command will take care of them.

Notice the Tiger damage indicator at the top-center of the screen? You cannot let the Tiger's health reach zero or you lose. You must destroy the enemy tanks as quickly as possible.



Another tank bites the dust!

Be alert to your surroundings. Fighter pilots call this situational awareness. German troops will dash up the stairs of your building. When they do, you must put down the binoculars, pick up your Thompson, swing around, and blow them away. But be quick. Your Tiger needs your help with the air support.

Last, but certainly not least, the Germans will bring up their own King Tiger. You must help your buddies conquer this monster by calling in another air strike. Be aware, however, that the Germans will usually choose this moment to rush your building. You must kill the Germans that storm into your room, and then call an air strike before the opposition King Tiger can eliminate your own. Do it right and you win the mission.





MISSION 6:
THE RETURN TO SCHMERZEN

★ ★ ★

Ah yes, Schmerzen. Players of the original ***Medal of Honor*** will remember the name well. It was here that Jimmy Patterson had his most exciting missions. So it will be now. These missions are not only tough, but they are also more fun than you can shake an M-1 Garand at.

BUY WAR BONDS

THE SIEGFRIED FOREST

SPECIAL WAR EDITION

MISSION 6, LEVEL 1 ★★★ ISSUE XXVII VOL.6 ★★★ JANUARY 18, 1945

SIEGFRIED LINE, GERMANY Will the Germans resort to chemical warfare? Information leaked to the U.S. Army press corps today indicates that Nazi Germany is ready and more than willing to return to the chilling scenes from the First World War. It appears that Allied intelligence has uncovered a secret German mustard gas facility in Siegfried Forest. This region is densely covered with trees, so infiltration will be treacherous—certainly



It will be a dangerous mission for even the most highly-skilled soldiers trained for covert

Today will be

OBJECTIVES

- Find and destroy the 20mm Flak guns.
- Keep heading toward the rally point.

The Army Air Force has reported losing several reconnaissance planes 20 miles north of Fort Schmerzen in a place where they've seen nothing of importance, just a lot of forest and snow for miles in all directions. We want you to go in early and see what's going on in there, before you go to the rallying point for the Schmerzen raid. It's rather odd that the Germans would position valuable anti-air weapons in the middle of nowhere, don't you think?

You'll be "tree jumping" this time—parachuting into a forest is risky, but it's the fastest insertion method. Once you're on the ground, be on the lookout for enemy snipers. You've got the Springfield sniper rifle for this operation. Our planes are probably being shot down by anti-air guns hiding amongst the trees; we're guessing they're 20mm Flaks. Find and destroy any anti-air guns, and be on the lookout for anything out of the ordinary. We'll play this one by ear if something does come up.

Good luck out there, Powell.



M6L1A STRATEGY ★★★

Looking straight ahead (to the west) and you'll see two boulders. Walk straight between them until you climb up a hillside.



Walk this way.

Constantly be wary of the trees that surround you. They not only hide German snipers, but guard dogs, as well.

On the other side of that hill lies the first 20mm Flak gun. It's lightly guarded. In fact, if you approach quietly, you may be able to take down its guards without suffering any damage in return. Snipe the first guard from afar, then equip the Thompson to take down the other.



The first flak cannon.

Often the sound of gunplay will bring two other Germans. Kill them, then place the explosives on the flak gun and run like hell. That's one down and one more to go.

Turn southwest and walk down the hill to the small clearing. Stay on the south side of the clearing and make sure you crouch AND walk (what we like to refer to as "creeping"). There are German soldiers on the other side of the clearing and you don't want to invite their wrath.

Once you're beyond the clearing, head west up the hill. You'll encounter obstacles such as rocks and steep terrain that prevent your western movement. Navigate around them and continue west.

It's a good idea to stop every 10-15 feet to take a quick look around and listen for the enemy. The Germans in this neck of the woods are very crafty. If you're not careful, you'll be dead before you can say, "I didn't see that coming."

Eventually, you'll spot a big, square rock. There's a German sniper here. Kill him and continue west.



The German sniper is in this area.

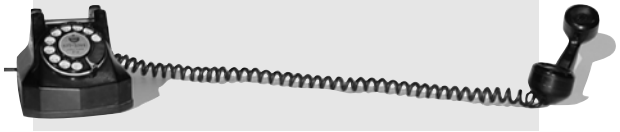
Follow your Objective compass until you reach the flak cannon. Two more Germans guard this gun. Take them out and destroy the flak cannon.



The second flak cannon goes up in flames.

Continue southeast, and be on the lookout for a large German bunker on the left. If you are walking, vice running, you can usually spot these Germans before they see you. If you find them first, pick them off from afar with your sniper rifle.

Just for fun, try to run zigzag close to the bunker. Once you close the distance, toss a couple of grenades inside and the firing will stop.





The German machine gun spits death.

After silencing the bunker, move southeast and this portion of the level will end.

M6L1B STRATEGY ★★★



- Destroy the 20mm flak gun.
- Track toward the rally point.

This level is a continuation of the previous one. Accordingly, the same strategies apply. Head south. Shoot the sniper perched atop the large flat rock on the right.



Beware the sniper on this rock.



This health is a welcome sight.

Sometimes it's difficult to spot the sniper's exact location. Unfortunately, while you try the German can inflict major damage. An alternate method is to watch your compass. The sniper's direction from you is indicated by the flashing red "pie wedge" on the compass. Pull out your Thompson, charge that location, spot the sniper, and kill him.



Once the sniper is eliminated, proceed south. You'll find a large bunker to the right of your path. An empty window faces you, but another one faces that window. Crawl forward and lob a grenade at the second window, then equip your Thompson and work from room to room through the bunker. You'll find some health in the back room, and grenades in the room before that.

Don't leave before you climb the ladder in the main room. It leads to the roof. Destroy the flak gun up there. That's one objective down and one more to go.

Jump off the roof and head southeast silently. Keep a sharp eye out for a German sniper and eliminate him swiftly. A bit further along, you'll find a bunker. Creep up on it and kill the machine gunner, then silence the other two Germans when they rush to man the gun.



The German bunker

Once the bunker is quiet, move south past it and the level will end.

BUY WAR BONDS

DIE STURMGEWEHR

SPECIAL WAR EDITION

MISSION 6, LEVEL 2 ★★★ ISSUE XXVII VOL.6 ★★★ JANUARY 18, 1945

SIEGFRIED LINE, GERMANY Will the Germans resort to chemical warfare? Information leaked to the U.S. Army press corps today indicates that Nazi Germany is ready and more than willing to return to the chilling scenes from the First World War. It appears that Allied intelligence has uncovered a secret German mustard gas facility in Siegfried Forest. This region is densely covered with trees, so infiltration will be treacherous—certainly



It will be a dangerous mission for even the most highly-skilled sold trained for covert

Today will be

OBJECTIVES

- Infiltrate the base.
- Steal blueprints for StG 44.
- Steal an StG44.
- Destroy the weapons stockpile.
- Exfiltrate the base.



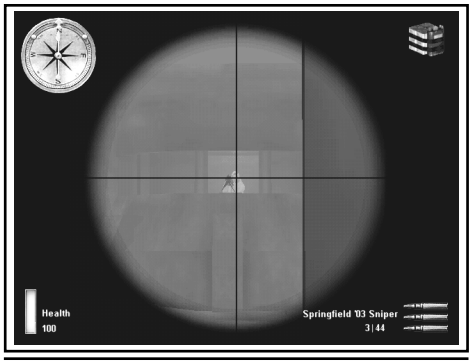
We knew the Allied bombings over the Ruhr valley were hurting the Germans badly, but we didn't know where they'd moved production of certain weapons; specifically, the new StG 44 assault rifle. This could be it—a secret assembly plant and weapons stockpile in a fortification along the Siegfried Line near Fort Schmerzen. It would be a golden opportunity to disrupt the resupply of this fine weapon to their front lines. Here's the plan:

First, find a way inside and get a disguise and proper papers. Use the Hi-Standard silenced pistol for that. Next, steal assembly blueprints and machining instructions for the StG 44. Finally, locate a parts and weapons cache, grab the latest version of the StG 44 assault rifle, and set an explosive charge on the rest of the stockpile. Get out of there using any means at your disposal.

This assault rifle is truly revolutionary in its design. It combines full automatic fire, large magazine capacity, low weight (five pounds less than the BAR), and the range and accuracy of a rifle in single shots and short bursts. There's no other firearm in the Allied or Axis arsenal that matches its superior qualities.

M6L2 STRATEGY ★★★

Move north. You'll see the gate to the base just ahead. Drop to one knee and shoot the sentry with your sniper rifle. Creep forward (walk and crouch) until you can see the machine gun nest, then eliminate the gunner.



The German machine gun nest

Now dispatch the search light operator and head for the right-hand side of the bunker. Enter the door and take a right where the hall dead ends. Pull out the silenced pistol and kill the German officer that approaches, then walk into the room at the end of the hall and pick up the German uniform off the desk.

Retrace your steps down the hall and shoot the two Germans dressed in snow garb. Enter the room where they exited and pick up the papers. An objective has been fulfilled and you are now good to go, so let's get in that base. Leave the room and descend the stairs to your left.



Walk down these stairs.

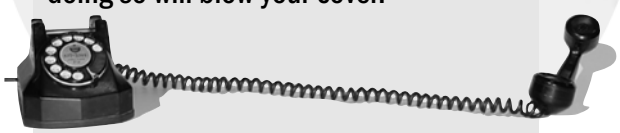
There's a trooper at the bottom of the stairs. Show him your papers, and then move north. Follow the hallway straight into a room that contains some boxes.

Go through that room and into the next one. There's an officer there that you can sneak past. If he sees you, shoot him with your Hi-Standard Silenced pistol. Grab the papers from the table and return to the hallway.



Snatch these papers.

Make sure you holster your gun before continuing. It's easy to forget, and doing so will blow your cover.



Exit the room and follow the hallway to the west. When asked, present the new papers to the guard, and once again to the guard at the end of the hall. You don't want to mess around with this fella, he has an MG42 backing him up. Now it's time to do some weapon stockpile destroying.

After the guard lets you pass, enter the door on the left, then go straight through the next one. You will now be in a big room with some boxes scattered about. Descend the stairs and leave this room. Ignore the Germans—or kill them if you're feeling ornery.

You'll enter the big hall. Follow it to where it widens. There will be some crates in front of you and double doors to the right. Go through the double doors, then walk over to the platform in the southeast corner of the room and take the StG 44 plans off the desk. That's two objectives down.

Now return to the long hall and trace it all the way around to the end. Don't sweat the scientist and German trooper at the end of the hall, they won't bother you. Climb the stairs at the end of the big hall and enter the double doors to find the weapons stockpile.



The Weapons stockpile

Take the machine guns (MP44s) on the boxes. That's three objectives under your belt. Plant the explosives behind the first box on the right. A timer will count down on your crosshair. Make sure you are out of the way when the bomb detonates. The fourth objective is now complete.

Now it's time to get the heck out of there. Once the stockpile is destroyed, the base is on alert. This means you must fight your way out; but that's okay, you have a shiny new assault rifle!

Go back through the base the same way you came in. Of course, this is much easier said than done. Leave the stockpile room the way you entered and head back down the big hall. Waves of Germans will attack you. Use your cover as best you can, but keep advancing—it's the only way to get out of the base.



Wave after wave of Germans oppose you during your escape.

Your newly acquired MP44 is useful for cutting down multiple enemies. It has long range and a rapid rate of fire.

Follow the hallway around and back to the big room with the boxes. Go up the stairs and through the first of the two doors. Duck into the barracks room for a First Aid kit and more StG 44 rounds.

When you open the second door, there's a chance you may face a machine gunner on your left. If you have any grenades, use them now to blast him to pieces.

Continue down the hallway, fighting Germans as you go, then make a right at the bend in the hallway. Go left up the stairs, hang another left in the hallway upstairs, and then follow it all the way around to the exit of the base on the right.

Move side to side and circle-strafe to avoid the bulk of the Germans' bullets. Hopping works, too. Of course, you must be able to do all this and accurately aim. Hey, no one said that having fun was easy!

At the exit, take the stairs to the left, then head north through the open gate. Shoot out the lights in the towers and move west toward the far tower.



The open gate with the tower lights in the distance

At this tower, take a right and head north (a gate will be on your left, a building on your right). At the end of the building, head right (east) toward a fence. Beware of the submachine gunners on your left. As you near the fence, you'll encounter a machine gun nest at the far end of the building on the left. Kill the soldiers manning these weapons.



Silence the machine gun nest.

Directly opposite the machine gun nest, the gate will be slightly ajar. Walk through the gate and turn left. Follow the fence to the left (west) until you exit the level. You have completed the final objective!



BUY WAR BONDS

THE COMMUNICATIONS BLACKOUT

SPECIAL WAR EDITION

MISSION 6, LEVEL 3 ★★★ ISSUE XXVII VOL. 6 ★★★ JANUARY 18, 1945

SIEGFRIED LINE, GERMANY Will the Germans resort to chemical warfare? Information leaked to the U.S. Army press corps today indicates that Nazi Germany is ready and more than willing to return to the chilling scenes from the First World War. It appears that Allied intelligence has uncovered a secret German mustard gas facility in Siegfried Forest. This region is densely covered with trees, so infiltration will be treacherous—certainly



It will be a dangerous mission for even the most highly-skilled soldie trained for covert op

Today will be

OBJECTIVES

- Plant explosives in the radio command post in the northeast corner of the town.
- Escape through the Commandant's residence on the south side of town.

This is going to be a delicate phase of the Schmerzen operation, Lieutenant. You're entering a town that is home to the last train station along the railway before Fort Schmerzen. Most communications in the region are routed through a radio command post used by the Gestapo and high ranking SS officers. These lines of communication must be cut before we can move in on Schmerzen.

The town is well occupied by a garrison of skilled winter troops, and dotted with security posts equipped with an alarm system. Once the alarm is tripped by a guard, rest assured that troops will be sent out to investigate. Get past the defenses and plant your explosives in the radio command post. Once the post is destroyed, Schmerzen will be cut off from the outside world, and you'll have to get to the rendezvous point at the train station. You should be able to find a way out through the local SS Commandant's residence on the outer edge of the town.

Tread lightly and stay sharp, Powell. We don't have any time for mistakes now.



M6L3 STRATEGY ★★★

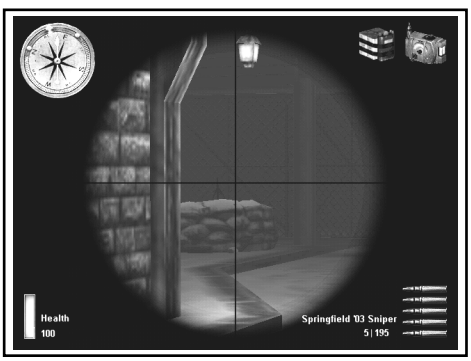
Face east, then creep forward and take out the two guards before they can trigger the alarm. One of them coughs up a pocketful of rounds for your StG44.

Sneak south into town and silence the guard at the first corner on the left, then dash into the first room on the right and kill the German officer. Notice the alarm on the wall. If the enemy manages to sound the alarm, you can turn it off here.

You must keep the alarm off. When sounded, the alarm summons swarms of Germans, and those are odds you just can't beat.



Take a left at the second street, wary of the Germans. There's a machine gun nest at the end of this street. They are best taken out with a sniper rifle.



The machine gun at the end of the street

Bound up the stairs next to the machine gun and take a left, then move quietly down this street. At last, you'll come to the compound that houses the communications equipment. There is a guardhouse on the left and another one the right. There are also two guard towers in similar positions. You must eliminate them all.

You can snipe both guard towers from the right-hand side of the gate. Make sure, however, that you do it quickly.



Grab your Thompson and dash into the first Quonset hut on the left. Kill the two SS soldiers and place the two explosives where indicated.



Taking the SS down a notch.

Leave the hut and bust into the adjacent building. Again, there are a pair of Germans to kill. Do so and set two more bombs, then run around to the back of the two huts and set the final bombs.



Set the final bomb.

Once the explosions occur, all hell breaks lose. Retrace your steps over the bridge. You'll run into a slew of Germans, but there is nothing to it, but to do it. Eliminate them and keep moving.

In the southern part of town, you'll find a set of steps that runs up into a second-story door. Run up them, open the door, kill the Germans inside, then jump through the open window and the mission will end.





BUY WAR BONDS

THE SCHMERZEN EXPRESS

SPECIAL WAR EDITION

MISSION 6, LEVEL 4 ★★★ ISSUE XXVII VOL.6 ★★★ JANUARY 18, 1945

SIEGFRIED LINE, GERMANY Will the Germans resort to chemical warfare? Information leaked to the U.S. Army press corps today indicates that Nazi Germany is ready and more than willing to return to the chilling scenes from the First World War. It appears that Allied intelligence has uncovered a secret German mustard gas facility in Siegfried Forest. This region is densely covered with trees, so infiltration will be treacherous—certainly



It will be a dangerous mission for even the most highly-skilled sol trained for covert

Today will b

OBJECTIVES

- Find the train station.
- Cut the electrical power to the fences.
- Send the radio transmission.

Excellent work, Powell. By cutting off the main communications center in the town, there's no way for reinforcements to be called in time to save Fort Schmerzen. You've entered a public park, where opposition should be fairly light. Chances are you'll be able to get through without much trouble. The train station, however, is a much more difficult nut to crack. It's covered by machine gun towers overlooking the cargo yard and the tracks themselves.

This station is the rendezvous point, but there are a few details to take care of first. Before the squad can join you, you'll have to cut the power to the electrified perimeter fence so that they can get through it. The power will go out briefly in the main building, and draw some of their troops out to investigate. Get into the station building, find a radio, and use it to send out a false order so that the incoming train will make a stop at the station. When the train arrives, it will be trivial to eliminate the engineer and have one of the Rangers commandeer the train.

You're almost there, Lieutenant. Good luck.



M6L4 STRATEGY ★★★

Now you must find the train station. Prepare yourself for another tough challenge and begin by heading northwest through the park toward the bridge.

Eliminate the soldiers and attack dog on the bridge, then traverse the river, watching for more soldiers on the other side.

> You can also go straight west until you hit the river, then follow it to the bridge. This lets you sneak up on the guards.



Follow the trail to the north, then pass through the entrance to the town.



The entrance to town

Keep following the path. There are more enemies and attack dogs in the town, so be careful. Just past the place where the right wall ends, you'll discover a crate with both a First Aid kit and five grenades. Make sure you get these. At the end of the path, you'll come to some railroad tracks. Watch out for trains.



The railroad tracks

Jump down and follow the tracks to the left, heading west. There's another soldier on the tracks and several guard dogs to shoot. At last, you will come to a control tower with three enemies. Shoot them.

Head toward the tower; you have found the train station. Objective complete. Now you need to cut the electrical power.

Go past the tower and up the stairs to the left, then head south. You must shoot out the lights and kill the enemies in the two towers, then move through the gated fence.

Blast the enemy and light in the next tower, then proceed west through the next fence and take out the next two towers. Are you sensing a pattern here?

Head northwest and climb the stairs.



Go up these stairs.



The communications shack

Navigate around the power generator and north through the next gate. Shoot the lights out in yet another tower, then enter the door of the building. There are attack dogs and enemy soldiers in there, so use a grenade or two to clear them out. On the shelves, you'll find more ammo for your StG44, and a Canteen. The power box is on the wall.

Cut the power by shooting the glowing red power box on the left side of the room. The second objective is now complete. Last, but not least, you must send the radio transmission.

Retrace your steps out of the generator area and back to the steps that you originally climbed from the tracks and into the compound. Southwest of there, you'll see a building with a light over the front porch.

Inside that building is the radio that you need to use. Rush inside and slay the Germans that approach. Wind your way through the building, making sure to grab the Canteens of the shelves in the large, brick room. Take the stairs up to the upper floor.

Hang a left, kill the handful of German soldiers, and then scamper back to the last room. Take a right into the room and use the radio. The level will end.



BUY WAR BONDS

STORMING FORT SCHMERZEN

SPECIAL WAR EDITION

MISSION 6, LEVEL 5 ★★★ ISSUE XXVII VOL. 6 ★★★ JANUARY 18, 1945

SIEGFRIED LINE, GERMANY Will the Germans resort to chemical warfare? Information leaked to the U.S. Army press corps today indicates that Nazi Germany is ready and more than willing to return to the chilling scenes from the First World War. It appears that Allied intelligence has uncovered a secret German mustard gas facility in Siegfried Forest. This region is densely covered with trees, so infiltration will be treacherous—certainly

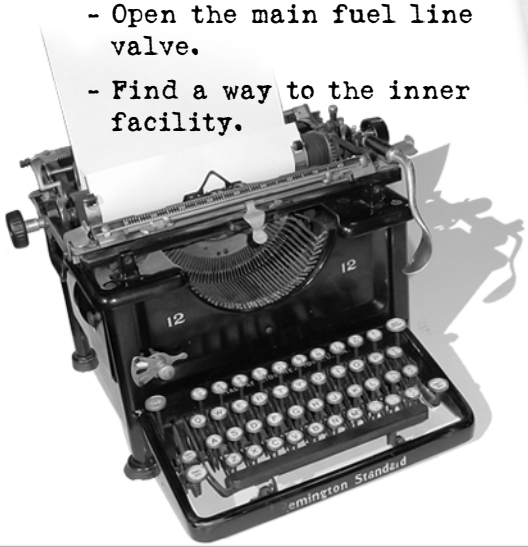


It will be a dangerous mission for even the most highly-skilled soldie trained for covert op

Today will be

OBJECTIVES

- Snipe the tower guards.
- Avoid excessive casualties.
- Release the prisoners.
- Plant explosives on the fuel flow control units.
- Open the main fuel line valve.
- Find a way to the inner facility.



Lieutenant Powell, the Rangers in your squad are some of the Allies' finest soldiers, and until now, their talents and training have been wasted on frontline charges and terrible attrition strategies. The Rangers started out as the United States' answer to the British Commandoes, and I'm glad to say that we're going to go back to those roots with this mission.

When the boxcar doors open, rush the platform and kill the snipers in the towers before they can react. Head inside and unlock the main cellblock doors to free any POWs. While they're being moved to the train, locate the various structural weak points identified from diagrams and photos collected earlier by Patterson. Use your compass to navigate to these spots. At the lowest levels of the facility, mustard gas may still be present. You should procure a gas mask before heading down there.

Plant the charges and get back to the train before the place collapses in on itself. When it does, Colonel Müller and whatever corrupt, desperate plans he was carrying out will be buried forever. Best of luck to you and your team, Powell. No matter what happens, I consider myself honored and privileged to have served with you.

M6L5A STRATEGY ★★★

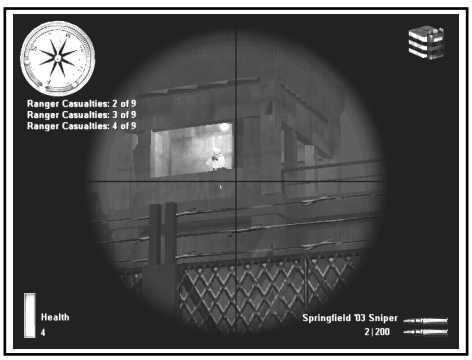
Your first priority is to snipe the tower guards. Equip your Thompson, and when the train door opens, kill the soldier outside the door. Now it's time to snipe the towers.

> Be aware that you must not only stay alive, but also limit the casualties to your fellow Rangers. Hence, you must take the lead.



There are a total of six towers. Climb the stairs and enter the warehouse-like room. You'll fight a major gun battle here. Use the Thompson for close-range work like this. The crates provide cover, and tossing a grenade or two disrupts the Germans.

Once you've cleared this area of enemies, open the door in the northwest corner with the wheel on the wall.

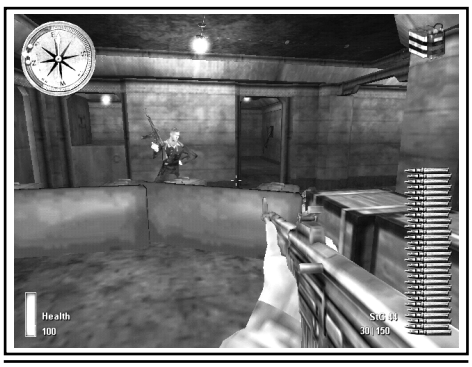


Snipe the concrete towers.



The wheel on the wall

Dash down the hall and open the next door with its wheel. Plenty of Germans await you in here. Lob in a grenade and duck to the side, then charge in with your Thompson blazing and use the crates for cover.



Fight the enemy with everything you've got!

Once the enemy falls silent, leap over the blockade and enter the guardroom on the northeast wall. Pick up all the StG44s on the wall (you can use the ammo), and then trip the switch to release the prisoners. That's three objectives down and two more to go.

The Rangers tell you that they will hold down the fort here, while you mess with the Germans' fuel supply system. Retrace your steps. You'll find a pair of Rangers that are willing to help. They've rigged a door on the right with explosives.

Blast the door and charge down the hall, killing every enemy you see. There are more bad guys at the end of the hall. Waste them and your two Ranger buddies will join you.

Take the hall right to a room with a lift. Kill the waiting Germans, then exit the room through the door in the north wall.



The door in the north wall

The door takes you to a walkway and steps that lead down. Go down the steps and handle the opposing forces. Up ahead is the location for the first explosives. Opposite that location is a hall. At the end of that hall are Germans behind crates. Lob a couple of grenades down this hall. When the Germans die, plant the explosives.

Duck into the aforementioned hall. Jump on the crates at the end, duck to pass under the ceiling, and then hop down on the other side of the crates. Follow this hall, using the scattered crates as protection against the Germans that pop up. Hop over the crates at the end of the hall and place the second charge. Retrace your steps to the grated ladder that led to this lower level.



Place the second explosive charge here.

There's a hall behind the ladder. You must jump the crates to enter it. This hall leads to the third explosive placement location. That area is heavily guarded, so lob any remaining grenades into it, then snipe whatever Germans you can from as far back as you can. Finally, run in with your StG 44 or Thompson blazing.



The hall behind the ladder

Place the final charge and run east down the hall to the control room. There are three Germans defending it—one on the lower walkway, and two on the upper walkways. You can snipe at least two of them, but the last guy on the upper walkway isn't visible until you enter the room.

After the Germans finish their death throes, jog to the lower level and turn the valve. This completes an objective, but adds the "Find a way to the inner facility" objective.

But hey, that objective is no sweat for you, Captain. Just trot over to the lift and take it to the next level. Unfortunately, there are somewhere in the neighborhood of 20 Germans between you and the lift. Dig in, soldier—this won't be easy.

Equip the Thomson or StG 44, use the crates for protection, and lob grenades around corners to thin the enemy ranks. It's also a good idea to walk the automatic fire from the enemy's belt buckle to his head. This works with the gun's recoil, and kills the bad guys quickly. The idea is to turn the halls into a Nordic hotel—the Germans check in, but they don't check out.

Once you reach the lift, take it up and out of the level.



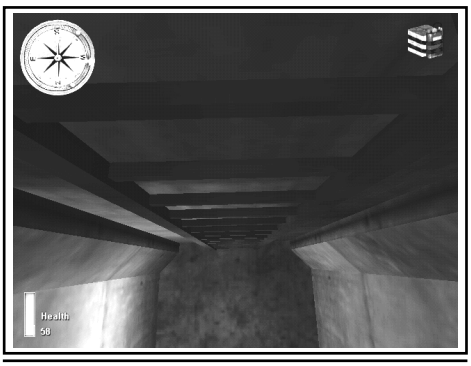
M6L5B STRATEGY ★★★

OBJECTIVES

- Acquire a gas mask.
- Make your way to the lower level.

The lift opens into a stairwell. Kill the German at the top, then climb the ladders on either side of your starting position into the gun rooms. Use the shotgun to kill the two enemies in each and grab the grenades.

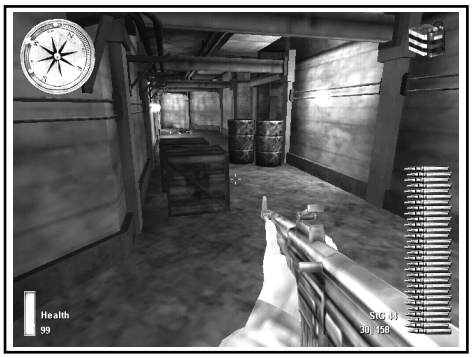
Now climb the stairs. Move down the hall, killing Germans as you go. At the end of the hall, in a small alcove, you'll find a ladder. Grab your shotgun and climb down.



Take the ladder down.

Blow away the German at the bottom of the ladder, then follow the hall, killing first the rifleman and then officer that you see.

You'll find a dead end with a left-leading branch. There are several Germans behind crates down there. Lob grenades, and then follow up with the shotgun.



Beware of the Germans down here.

Be frugal with those shotgun rounds, because they are limited. Use the Thompson or StG 44 whenever you are comfortable with them.



Follow the hall to a large room. This area has exits to both the southwest and north. The southwest passage leads to a map room with a First Aid kit on the table. Snap up the kit, then return to the room and exit via the north door.

Once again, you'll find a hall rife with crates and future corpses. You know what to do. Keep on keeping on. Eventually, the hall will turn west into a heavily defended corridor with multiple bunkrooms feeding into it. Clear each room, then advance to the end of the hall. This is where you will find your gas mask. Gee, wouldn't it have just been easier if the Colonel had given you a mask? Easier, yes, but not as much fun.



This hall is heavily defended.

Return to the other end of the hall, then turn right and enter the lift. Take it down and another portion of the level will end.

M6L5C STRATEGY



- Open the main gas valves (2).
- Plant the explosives.
- Return to the elevator.

You're wearing the gas mask. Nice touch, EA. Run straight north—ignore the west-leading hall for now—and clear the room. This will prevent the enemy from catching you in the crossfire. Return to the west-leading hall and kill these Germans.



Kill the Germans in the west-leading hall.

Continue to follow this hall when it turns north, cutting down any opposition that gets in your way.

The north-leading hall terminates in a room with a whole passel of Germans. It's best to quickly duck in and then duck out of this room to draw the enemy out. Kill them, rinse, and repeat. Grenades work well, too—if you have them.

This room is strengthened by four concrete columns that provide great cover when mopping up the remaining defenders.



Clear the Germans in the room that feeds north off this one. Now return to the concrete-pillared room, and exit to the south. Eliminate the Germans that you find and follow the room around. You'll see more enemy soldiers and the main gas valves. Kill the Germans, open the valves, and plant the explosives in the indicated location next to the first gas valve. You now have 30 seconds to exit the level.



One of the gas valves

Run back to the lift. There are no Germans to fight this time. Activate the lift and you'll move on to the next chain of events.

M6L5D STRATEGY ★★★



- Escape Fort Schmerzen

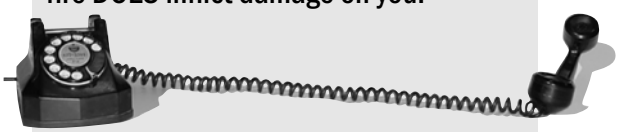
Hey, it's good to have that gas mask off, isn't it? There are a lot of Germans to kill in this level, so keep a sharp eye out. Get off the lift, go north through the hallway, and level the enemies in the hall.



Kill the enemies in the hall.

At the end of the hall, quickly go left to avoid the explosion. Yikes! This place is not only dangerous, but it's coming down on our heads!

You must keep moving to win this level. If you hang around, the fort will come down on your head. Be advised, the fire DOES inflict damage on you.



Go north up the stairs. Watch out for the enemies on the stairs, and blast as necessary. Enter the boiler room at the top of the stairs. There are a few Germans waiting for a fight here, so don't disappoint them.

Exit the boiler to the hallway heading north. The hall bends east, then goes north again. Run/jump quickly through the small fires to avoid serious damage.

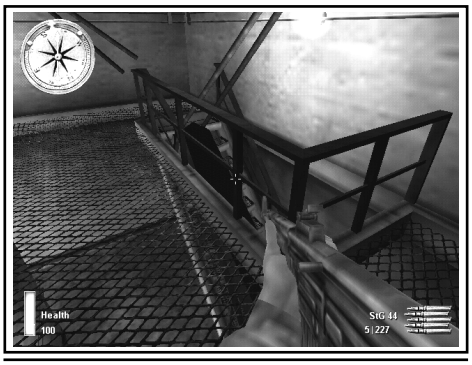
At this point, there are a bunch of wooden boxes and power boxes in the hallway. Destroy the power boxes on the wall to assist you in killing the enemies—and make no mistake, there are plenty of enemies to kill. If you saved some grenades, this would be a great place to use them.

Oh, by the way... the steam that leaks from the pipes also hurts. Crouch to avoid it.



Climb the small set of steps at the end of the hallway, then head up another set of stairs to the left. Follow the hallway until you see yet another set of stairs ahead in the next room.

Another explosion rocks the joint. Stay out of the way by ducking to the right side of the hall. After the dust settles, enter the room with the stairs.



The room with the stairs

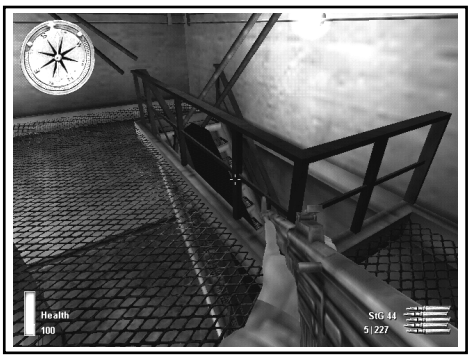
Go left to the next hallway. Run south—kill the handful of Germans that try to stop you—and when you can no longer head in this direction, turn right and proceed west. Approximately halfway down this path, you will see a hall with a bunch of pipes. Duck into this area—killing the German already there—to avoid the next explosion.

Now the pipes in this hall will explode. Dash into the main hall to avoid damage and, once again, enter the hall with the pipes. Run through it and take a right at its end. Dash down this hall and turn the glowing red wheel. Run through the door and you'll commence the final segment of your mission.



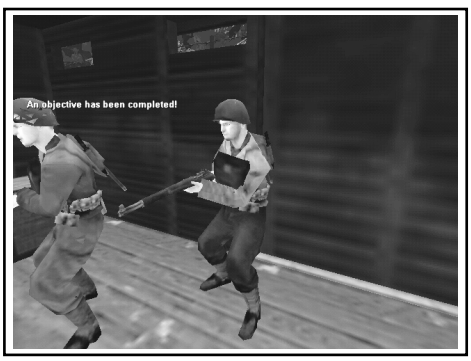
- Escape Fort Schmerzen.

Head southwest, out of the building. Kill the Germans that wait outside, then move side to side and hop to throw off their aim.

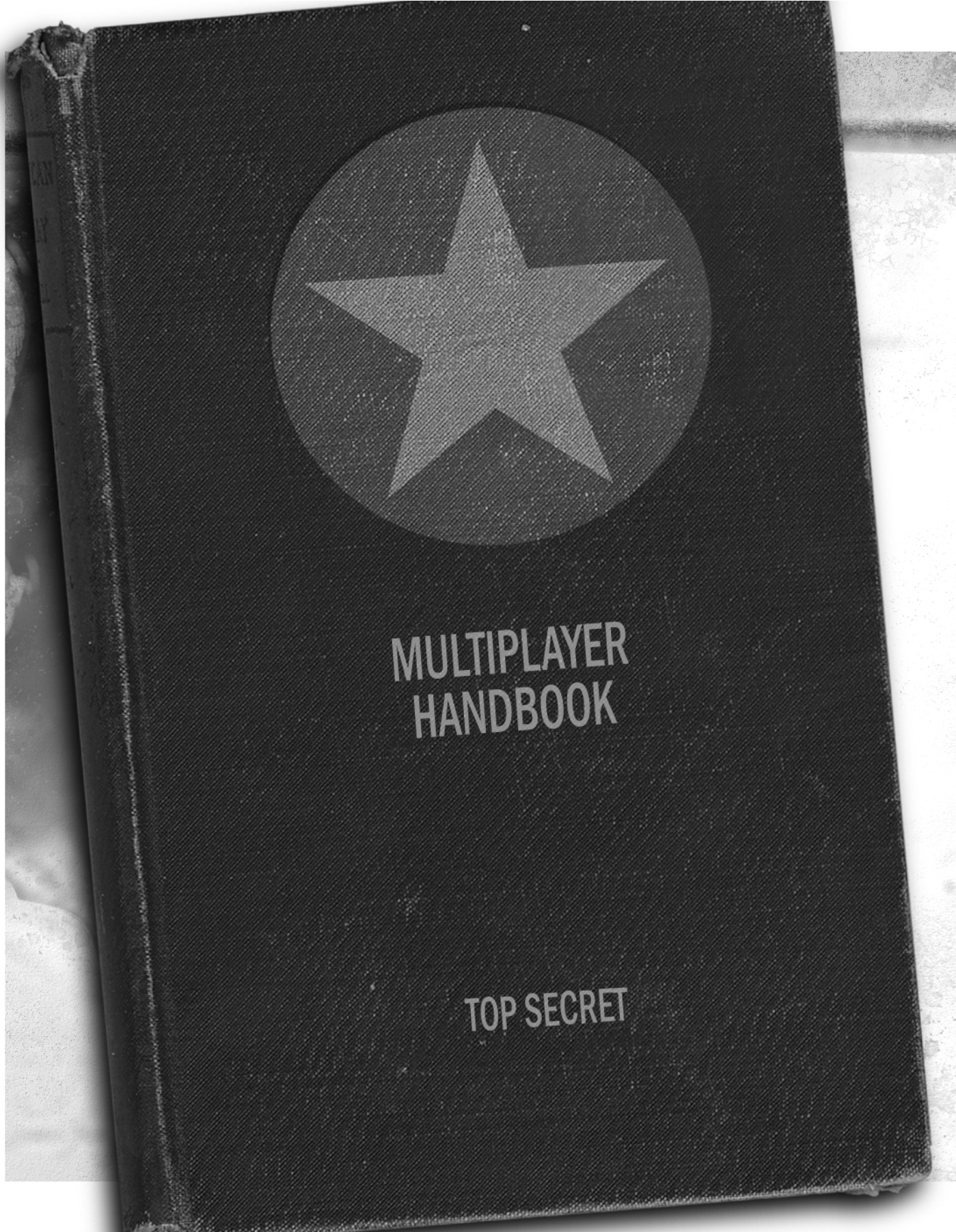


Kill the Germans outside the building.

There is a train with your fellow Rangers waiting just ahead. Run for it, zigzagging as you go. Jump onboard and the mission, level, and this walkthrough will end.



Onboard the train with your friends


MULTIPLAYER
HANDBOOK
TOP SECRET

MULTIPLAYER TIPS & STRATEGIES

★ ★ ★

Playing multiplayer ***Medal of Honor: Allied Assault*** is much like playing single player, but against very competent enemies. Nevertheless, the same strategies that work in single player still work in multiplayer. You must keep moving, grenades still clear out rooms, and sniper rifles remain the best choice for killing from afar. Let's take a look at the strategies, games, and maps of multiplayer ***Medal of Honor***.

MULTIPLAYER TACTICS

As we've said, the tactics of good multiplayer action are not all that much different from the tactics of sound single player play. The main difference being your opponents—they are much smarter and tougher in a multiplayer game.

There is no doubt that Electronic Arts did a great job coding the artificial intelligence of the single player Germans and Allies, but just like every other game ever made, they just can't match the adaptability and unpredictable nature of a human being.

MOVE, MOVE! ★★★



You must move if you want live.

Movement was important in single player. It is critical in multiplayer. If you don't know how to move while shooting accurately, you will have a short career in this mode of play. As with single player, the baseline move is the circle strafe. Use it to kill an immobile opponent while you present a hard-to-hit moving target to your adversary.

TAKE COVER! ★★★

Be cautious and use the available cover. Never charge into the middle of a courtyard. Use the crates, tress, or whatever is around to duck behind. Take a shot, hide behind cover, then pop out at a new location to fire the next shot. It keeps your opponents off guard and wins some death matches.

Oh yeah! How about those multiplayer "C" and "Z" keys? Unavailable in single player, these keys allow you to lean around a corner and take a shot at your enemy. Use them often, and use them well.





Lean out from a wall.

USE THOSE SQUAD MATES!

★★★

The multiplayer squadies will do as you direct—at least if you ask them nicely. Use that ability. Have a couple of teammates lay down covering fire while you move in close to lob a grenade or two. The possibilities are endless.



Hey, let these guys do some of the work, too!

PRACTICE

★★★

There is one way to get really good at multiplayer, and that is to practice. You may understand the way to play well, but you must practice playing that way before the understanding becomes a reality. Knuckle down and achieve the mouse time that you need to beat the best.

THE GAMES

Medal of Honor: Allied Assault ships with four multiplayer games: Free For All, Team Match, Round Based Match, and Objective Based Match. Each is a fascinating game. Free For All is the typical death match type game. Use those sharply honed skills to win this one. Team Match is like death match, but with teammates. This is a good place to practice squad tactics. Round Based Match allows you to play for points, and then switch maps. Objective Based provides an objective, such as destroying a V2 or 88mm gun—this is, perhaps, the most fun way to play.

MAPS

There are 11 maps in the game. From interior maps to the great outdoors, there is something for everybody. Let's take a quick look at each one.

SOUTHERN FRANCE ★★★



The Southern France map is beautiful, but deadly. The terrain is laced with narrow alleys and bridges. Although the submachine gun works well in the close confines of the occasional inside firefight, many players may want to use the BAR or StG 44 when playing on this map. Those weapons provide both range and a lot of firepower, and that may be the winning combination here.

DESTROYED VILLAGE ★★★



This place is a sniper's heaven. Problem is, you'll have to work your way through some buildings to get the prime sniper slots. And, as we all know, the sniper rifle is the best tool for that.

If you're playing with a team, make sure one person has the sniper rifle. If you're playing alone, use the Garand. It can clear rooms and work as a sniper rifle. The church tower in the north of town is ideal for snipers.



This is sniper heaven.

REMAGEN ★★★



Remagen is a beautiful town. The map is not that large, but it's lots of fun for smaller multiplayer battles. The weapon of choice here is the StG 44, but the American's Thompson will work fine, too. Never stroll down the middle of a street—there are too many windows that the enemy can hide behind.



A beautiful town, but too dangerous for sightseeing.

THE CROSSROADS ★★★



You'll start in the sewer, but the crossroads battle won't stay there. This is as varied a battleground as a gamer could ever want—sniper hideouts, wide-open areas, bridges with stone walls to protect BAR gunners, and more. It's a death matching dream. If you're playing alone, choose an StG 44 or M-1 Garand. If you have teammates, take a diversity of weapons with you. Position one ally in a window while the rest of the group moves forward. This allows the sniper to eliminate any opposition the advancing men find.

SNOWY PARK ★★★



The park is wide open and cut by a frozen river, which is good for sneaking, but can be covered from the bridges that span it. Bring a submachine gun along, and creep through the brush to avoid detection by snipers. Good luck!



I'm dreaming of a white Christmas.

STALINGRAD ★★★



Stalingrad? I thought that was on the Eastern Front. Well it was, but the bitter house-to-house fighting characterized by that battle must have been the inspiration for this small map. The map comprises less than a city block.

Bring a shotgun to this party. The combat here is up-close and in your face. Of course, when playing teams, a well-hidden sniper can also do a lot of damage.

ALGIERS ★★★



Algiers is a gorgeous map. It looks like some place that you would like to visit on vacation. On the other hand, the map is wide open and dangerous. Want to have some fun? Play this one with bazookas only. It's, literally, a blast.

THE HUNT ★★★



This is the first of the Objective Based games. The Allies must find and destroy the 88mm gun. The Germans must prevent that from happening. There's a mixed bag of terrain—some city, some open country. The Allies should send their scouts out in pairs to find the gun. Once located, make a strong base for supporting fire, while a small contingent advances on the gun.



The V2 Rocket Facility



This is just like the opening scene from ***Saving Private Ryan***. Fortunately, unless you are in a huge multiplayer game, you won't have as many Germans to wade through as Tom Hanks did.



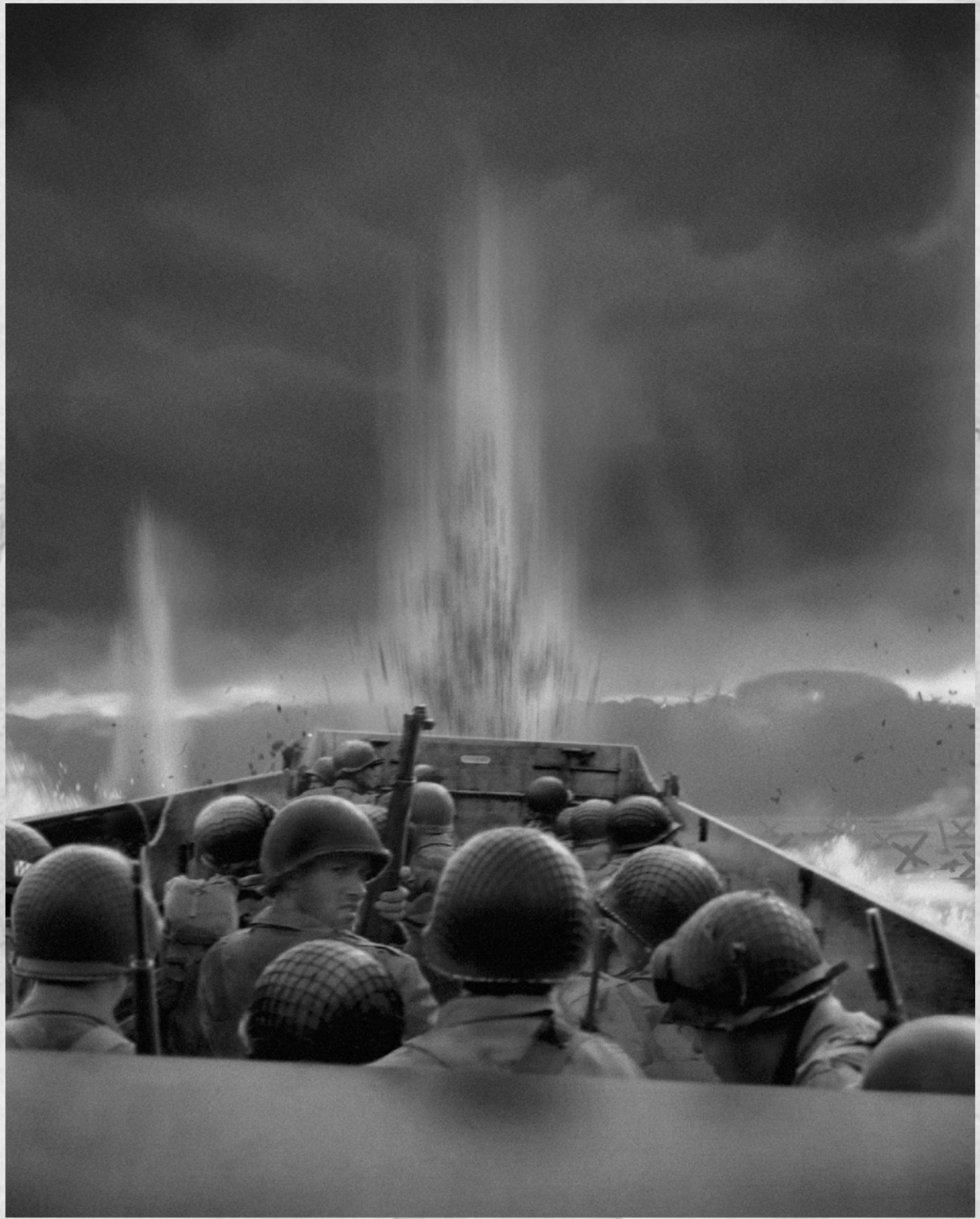
This looks like a tough nut to crack.

Try to jump from shell hole to shell hole as you advance on the beach. There are several Bangalore torpedoes stuffed into the barbed wire. Press "E" to detonate them, then advance to the trench, clear it, and continue toward the big guns.

THE BRIDGE ★★★



At last, the German player gets a chance to attack. The object of the mission is simple and direct. If you're the Allies, you must defend the bridge. If you are the Germans, you must place a charge on the bridge and blow it up. It's simple and fun. The Germans must have a good fire base in order to keep the Allies' heads down. This allows the Germans to send one person to destroy the bridge.





IMAGES FROM THE FRONT LINE

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MEDAL OF HONOR
ALLIED ASSAULT™

INTERVIEWS WITH THE GAME'S CREATORS

★ ★ ★



INTERVIEW WITH RANDY KIRBY, HEAD OF QA, AND THE REST OF THE TEST TEAM

BRADYGAMES: WHAT'S THE BEST MISSION IN THE GAME?

RANDY: Mission 3, level 3.3 - Neblewerfers. It combines all of the elements of the other levels in the game into one level. It is long, the player is given the full array of weapons (minus the shotgun), and there are plenty of enemies for the player and his allied buddies to shoot.

BRADYGAMES: WHAT'S THE TOUGHEST MISSION?

RANDY: Mission 5, level 5.1b - Sniper Town. Keeping the tank crew alive is definitely the biggest challenge in the game.

BRADYGAMES: WHAT IS YOUR FAVORITE TACTIC?

RANDY: Throw a grenade, wait for the explosion, then flush the enemy out and run/gun. Sniping is a close second.

BRADYGAMES: WHAT ARE YOUR FAVORITE WEAPONS?

RANDY: The Thompson and the BAR.



BRADYGAMES: WHAT WAS THE BEST PART ABOUT TESTING MOHAA?

THE TEST TEAM:

"Watching Band of Brothers and then playing levels in MOHAA that reminded me of things I saw in the show."

"Testing the D-Day mission was the most fun."

"Other than working with a good team, I'd have to say playing Objective Based multiplayer was the best part of testing MOHAA. There were times that I really got involved in the stealthy aspect of the game."

"It's cool to be a part of a project that everyone is excited about. Also, the test team was comprised of great people who were fun to work with."

"Playing multiplayer. I think the multiplayer is great, particularly the Objective Based levels."

"Beyond just working with a PC game, I think the multiplayer test sessions were the most fun."

"The best part about testing MOHAA was seeing how a Playstation FPS translated to the PC, the birthplace of the FPS. MOH on PS is very methodical, and was very impressive for the hardware. With far fewer limitations, I had very high expectations for the PC MOH, and working on the project gave me an opportunity to try to live up to them. Also, working with top quality people was invigorating and inspiring. I feel enriched by the experience in more ways than I can express."


MEDAL OF HONOR
ALLIED ASSAULT™

WWII HISTORY

★ ★ ★

Medal of Honor: Allied Assault is based on real campaigns during the second World War. For this reason, we thought you might like to know a little bit more about what really happened during those years. What follows is an historical commentary regarding some of the important events of WWII.

THE ROAD TO VICTORY

WHY THE ALLIED FORCES CHOSE JUNE 6, 1944 TO INVADE EUROPE AND HOW STRATEGIC COORDINATION MADE VICTORY POSSIBLE

By Mark H. Walker

WWII was a coalition war. The Axis Powers of Germany and Japan faced the triple alliance of the United States, Britain, and the Soviet Union. Although both sides employed minor powers as allies, the "Big Five" were the major players. The outcome of the war would largely depend on how well each side coordinated their strategies to obtain victory. To this end, the Allies excelled—their successful strategic coordination decisively aided their common goal of defeating the Axis.



For the most part, strategic coordination would be closer between the British and Americans. The two English speaking Allies shared a common ideology, and would fight both Axis Powers on numerous and geographically divergent fronts. The Soviets would (until late in the war) only be concerned with Germany and would wage her bloody war against the Nazi state on a single front.

Cooperation and a general strategic consensus on the primacy of Germany's defeat existed between all the Allies, but close strategic coordination would be the mainstay of the Anglo-Allies.

Early in 1941, during the ABC conference, the Americans and British agreed on the Europe-first policy, which all three Allies would stand behind. The goal of defeating Germany first was never seriously debated again. However, the strategies to affect that defeat would be the cause of constant argument between the Allies, particularly Great Britain and the United States.







The Americans felt a thrust directly into the heart of Germany would bring a rapid end to the war. Great Britain agreed an invasion of the European continent would be required to bring Germany to her knees. Nevertheless, greatly influenced by her experience in WWI, England did not foresee the invasion until Germany had been significantly weakened by attrition. The English hoped to avoid the massive land battles, which had already destroyed a generation of her young men. Great Britain wanted to attrite the Germans through naval blockade, strategic air bombardment, and peripheral campaigns in North Africa and the Mediterranean before squaring off with the Wehrmacht in France.

The Soviets, for obvious reasons, favored the American strategy. By December 8, 1941, the Soviet Union counter offenses were recovering some of the ground lost during operation Barbarosa, but her situation was uncertain. Germany had deployed 180 Divisions against them and the Soviets desperately needed a second front to help relieve the pressure. Stalin felt a direct Anglo offensive into France would be the quickest way to draw the Wehrmacht's manpower from the eastern front.





In April of 1942, the British/American combined chiefs agreed to operation Sledgehammer and Bolero Round up. Within three months the British were hedging their bets. Although the English agreed in theory with an invasion of France, they felt such an operation would be a military disaster in 1942. In North Africa, Great Britain and the commonwealth countries had been waging an inconclusive war against the Axis Powers since 1940. Churchill felt that the troops/landing craft being amassed in England could be put to better use in an invasion of Morocco to force a rapid conclusion to the African campaign.

The American Joint Chiefs bemoaned the dilution of forces from their buildup for the continental invasion and were vehemently opposed to the African/Mediterranean campaign. To General Marshall, it was merely a sideshow. President Roosevelt, who wished to see American ground forces employed offensively against the Germans in 1942, overruled his Chiefs, ordered Operation Torch, and committed the Americans to such further operations as would be deemed necessary to clear the Mediterranean as a line of communications with the Middle East.

This compromise and subsequent close coordination between the American Joint Chief's "Hell Bent for Leather" and the British peripheral strategy would prove to be beneficial in several ways. First, the Anglo-American invasion of North Africa and Sicily, coupled with the loss of over 220,000 Italians in the battles for Stalingrad, would prove to be decisive in convincing the Italians to negotiate a separate peace after the Allies landed in Italy. This, in turn, would place an additional strain on the Wehrmacht's manpower. After Italy's withdrawal, Germany would not only have to garrison and fight for the Italian mainland, but also replace Italian troops stationed in Greece, France, and the remnants of an entire Italian army fighting alongside the Wehrmacht in Russia. This dispersion of manpower was one the Wehrmacht could ill afford and played directly into the Soviet's hands.







Secondly, after Anglo-American landings in North Africa, Hitler nearly doubled the size of the German contingent fighting in Africa and he once again reinforced the Italians, following the invasion of Sicily with crack mechanized troops—troops that could have been put to use sustaining Operation Citadel. Although these units were not taken from the Eastern front, they could have been used there and required combat logistical support (a much larger degree of support than needed in garrison and training duties), which might have been sent to the Russian campaign.

Third, the invasion of North Africa proved to be the straw that broke the Vichy French camel's back. Shortly thereafter, the Germans occupied Vichy France and Vichy French colonies in North Africa capitulated.

Fourth, the African campaign provided valuable experience to the green American army. Americans learned numerous lessons from their defeat at Kasserine pass. If the American's first encounter with the Wehrmacht had been on the beaches of France, the result may have been catastrophic. By the completion of Operation Husky, the Americans had a cadre of hard-bitten war veterans and a Rommel calibre general (Patton) to lead them.





Finally, strategic coordination with the Soviets resulted in the opening of Operation Uranus (the encirclement of Paulus's Sixth Army at Stalingrad) 10 days after the initiation of Torch. The coordination of the two offenses burdened Germany with solving simultaneous crises on two fronts as would the Bryansk Front offenses in July of 1943, which roughly coincided with the initiation of Operation Husky.

Although not directly inline with the American Joint Chiefs wishes, the strategic coordination between the Allies, embodied in Operation Torch/Husky, served to aid in the common goal of defeating the Axis. Through dissipation of the Axis Powers, demoralization of their allies, and the battle hardening of the American troops, the Allies were one step closer to victory.

In 1943, following the capture of Sicily, the Allied lines of communications through the Mediterranean to the Middle East were secure. America felt this, which had been the stated object of the Mediterranean campaign, should signal the end of Allied emphasis in the Mediterranean. Churchill felt an invasion of Italy could topple the government. The United States agreed on a strategic compromise, promising to support the Italian campaign if the British agreed to limit the scale of the operation and to give Operation Overlord first call on Allied resources. This strategic coordination worked well for the Allies.











The invasion did cause Italy to switch sides and necessitated the occupation and reinforcement of the Italian mainland with more units from Hitler's already thinly-stretched army (including one division, the 1st Panzer, from the Eastern front). Meanwhile, the postponement of Overlord allowed the Allies to continue to amass men and material in England, pursue the strategic bombing offensive, and allow the Red Army to bleed the Wehrmacht white.

Employment of ground forces was not the only area where the Allies were amazingly adept at strategic coordination. The Allies both agreed on the necessity of defeating the German U-boat threat, resupplying the Soviet Union, and the importance of conducting the strategic bomber offensive. This, in turn, enabled Britain's economy to survive, the Soviet Union to continue the attrition of the Wehrmacht/Luftwaffe, and aided in the collapse of German industry.





In the war against Japan, strategic coordination was not as critical as in the Atlantic war. The Pacific was almost totally the United States' responsibility. There were other allies, but the critical decisions on how to wage the war were either made or overwhelmingly influenced by the Americans.

Could it be said that Allied strategic coordination (or lack thereof) hindered the war effort? Should the Allies have attempted an invasion of Europe in 1942 or '43? If not, should the Americans have shifted their resources to the Pacific? Did their spirit of cooperation and resultant coordination actually prolong the war?



Research Source: Green, Kent R.,
"American Strategy in World War II:
A Reconsideration"